

TOP
Every Thursday

THE COMPUTER AND CONSOLE MAG - MISS IT AND DIE!

GAMES-X

22nd 28th
August '91
Issue 18

Amiga • Atari ST • Consoles • C64 • PC • Spectrum • And more...

Final Fight p.19

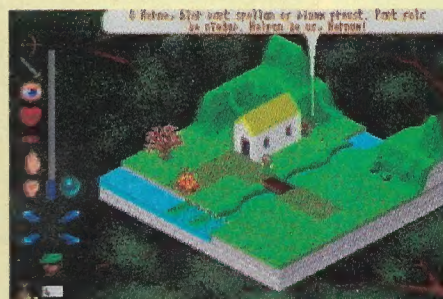


EXCLUSIVE:

- ★ **LAST NINJA III**
- ★ **FINAL FIGHT**
- ★ **DARKMAN**

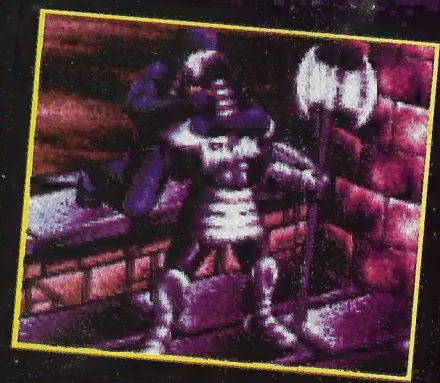
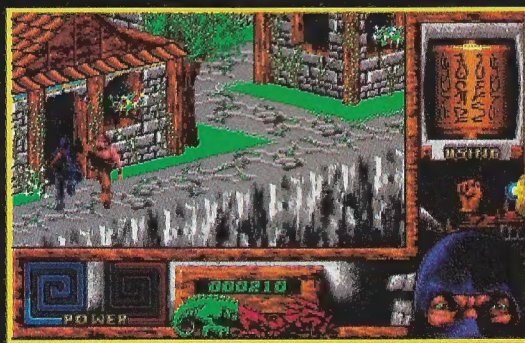
LAST NINJA III

EXCLUSIVE
HITTING YOUR
SCREENS FOR
POSITIVELY THE
LAST TIME?



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- ★ **ROBIN HOOD**
- ★ **SHADOW SORCERER**
- ★ **SAVAGE FRONTIER**



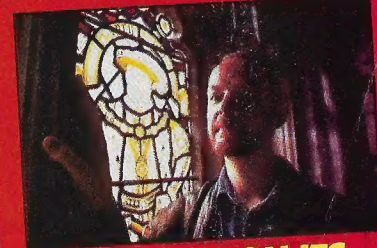
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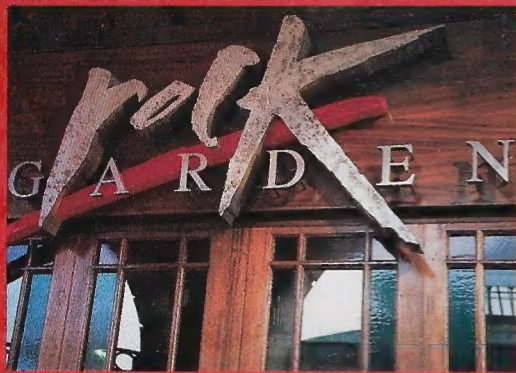
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EXCLUSIVE WEEKLY GALLUP CHARTS - PAGES 8 AND 32



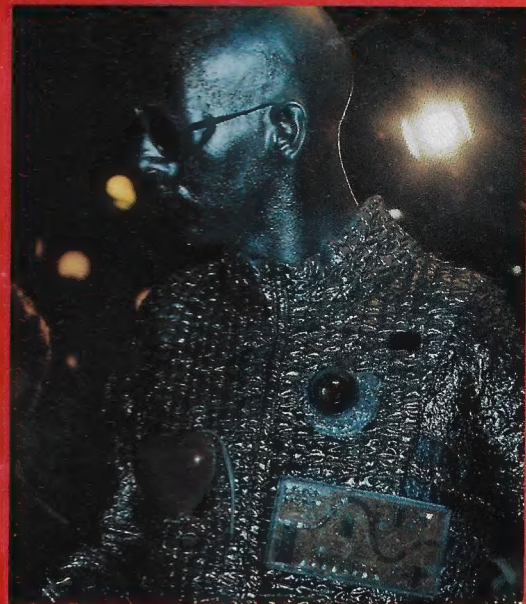


VIRTUALITY LAUNCH

Games-X reports from the Rock Garden Café, Covent Garden and the Trocadero in Piccadilly, for the launch of virtual reality machines, or *Virtuality*.

At the Rock Garden Café, two Nightmare units have been installed enabling you to move in a maze-like world. Here two players try and eliminate the other with a computer-simulated image mirroring everything that each of the human players do.

Within the mask, stereo speakers boom



out digitized music. As you move your head up, down, left and right, you can look around and move within this incredible 3D world.

A belt goes around your waist from which a joystick is attached. This joystick controls a pistol and as you aim the gun, you can see the barrel moving on screen.

At the Rock Garden launch, we spoke to

the designer of *Virtuality*, Dr Jonathan Waldern: "These 'Nightmare' systems are inter-changeable so that they can run different games as we develop and release them. *Nightmare* is a chase and kill game, but we've also got four racing machines which will run a stock car racing game called *Total Destruction*. We also have a *Virtuality* machine running an aircraft sim."

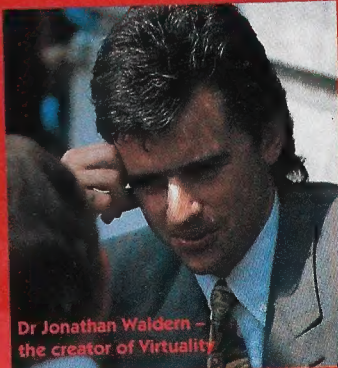
At the Trocadero launch, the metal shutter door enclosing the *Virtuality* unit, slid upwards, with much dry ice billowing out, flashing lights and a robotics dancer.



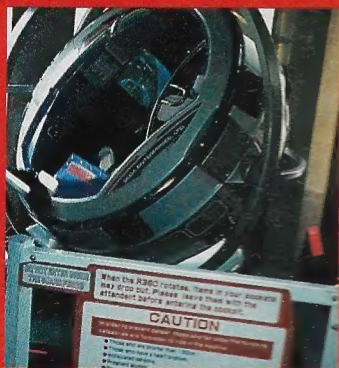
Meanwhile, upstairs in the arcade, the *Virtuality* aircraft simulation was doing a roaring trade - even at £2 a throw. Is it worth two sovs?

I asked 14 year-old Andrew Baxter, who emerged from the helmet drenched in sweat: "It's a great experience, you can see planes coming right at you from all directions - the speed is incredible. When you consider that most of the sit-in coin-op machines are a pound, two quid doesn't seem much more for the extra realism."

Whether *Virtuality* dominates the arcade is in the lap of the punters. The extra realism and effect is astounding, but aren't we having to pay for progress!



Dr Jonathan Waldern - the creator of *Virtuality*



STURMTRUPPEN

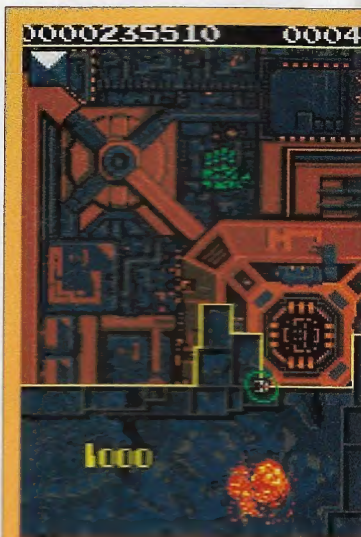
Sturmtruppen is based on one of Europe's most famous comic strips. Featuring six fun-filled levels, the game sees you assuming the role of our hero as he attempts to single-handedly thwart the enemy onslaught.



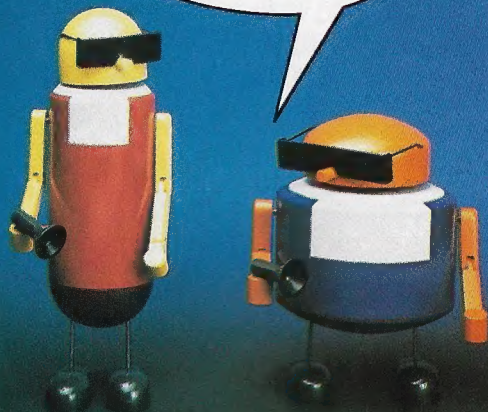
Using all the items at your disposal you'll drive Jeeps, ride motorcycles and even fly planes as you outsmart the army. A beat'em-up/shoot'em-up style game, *Sturmtruppen* will be released by Italian software house, Idea in October. The game will be available on the C64 and Amiga.

SHOW STOPPER

The video game consumer event of the year, the European Computer Entertainment Show that was to be held at Earl's Court from 5th-8th September has been called off. However, the trade event will continue - thank goodness for that, could do with a booze-up!



"WE'RE THE BONANZA BROTHERS, WHO THE HELL ARE YOU?"



BONANZA BROTHERS

The world's greatest cat burglars are at it again. Yes the *Bonanza Brothers*, Mobo and Robo are a couple of reformed robbers. Employed by a mysterious stranger the boys' task is to test out the security forces of various buildings.

A simultaneous two-player game, *Bonanza Brothers* sees you and a friend nicking anything that isn't nailed down. Programming the 16-bit versions of the game is in the capable hands of Twilight while the 8-bit versions are being worked on by the old guard, Tiertex.

Due for release this September, *Bonanza Brothers* will be available on all major formats from US Gold.

LYNX GAMES

Atari has announced yet another batch of games for the Lynx. Due to be released in late September/early October will be *Ishido*, *Chequered Flag* and *Hard Drivin'*. *Robotron 2084* follows shortly after in October.

Baseball Heroes, *STUN Runner* and *Awesome Golf* will be in the shops in November/December. *Basketbrawl*

and *Hockey* might just make it for Christmas. All of the above will cost £29.99.



LOADSA SALES

Domark would like us to tell you that it is selling an awful lot of its 3D *Construction Kit*. Apparently, it has already clocked up over one million pounds worth of sales, and that's without the C64 version, which has only just been released.

Great, eh? I bet you're going to rush out and buy it now, aren't you?!

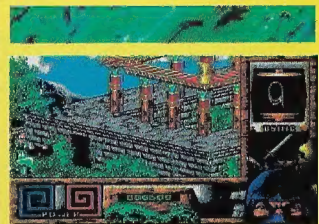
INSIDE

Final Blow compo 9

In conjunction with the forthcoming release of the Sales Curve's *Final Blow*, we offer you the chance to win loadsa kit.

Envision 14

Dear old Jason has a natter with Ian Harling and Simon Cooke of *Envision* about their challenger for the Populous crown, *Flag*.



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Is this the definitive arcade adventure beat'em-up? We thrash out the puzzles.

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That old classic, *Cabal*.

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He's on his hols and a certain female relative is standing in.

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System 3's *Myth*; *Celtic Legends* and *Battle Isle* from UBI Soft.

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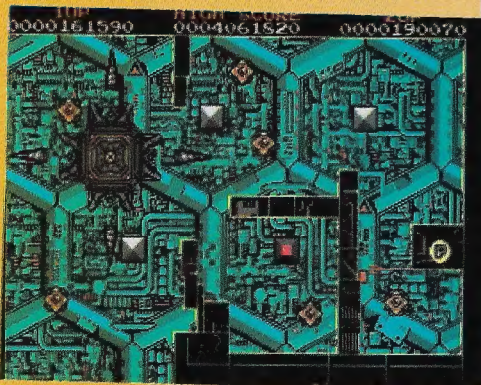
ST: Sarakon23

VOLFIED

Converted from the smash Taito coin-op comes *Volfied* from Empire. Based around the ancient game *Qix* your task is simple; fill in a portion of the screen without being touched by any nasties.

Volfied features glorious 16 colour backgrounds and a host of intelligent monsters all intent on your swift demise. With a wealth of secret bonuses to be had, you'll need all your skills and lightning reactions if you are to win through.

Due any day now for the Amiga, ST, PC, C64, Spectrum and Amstrad *Volfied* will be released by Empire.



POWER GOLF

Golf is enjoying something of a boom at the moment. However, course fees, clubs and balls, not to mention those silly trousers, can set you back a few quid.

If you fancy a few holes and you own a Nintendo Entertainment System then you could be in luck. Gremlin is soon to release *Greg Norman's Power Golf*. Featuring a wealth of courses and a number of different wind and weather conditions, *Power Golf* will have you playing over some of the world's most famous holes.

What's more, the game also includes a course editor allowing you to design your own tricky holes. Available for the NES, *Greg Norman's Power Golf* is a must for fans of the sport everywhere. Available from Gremlin, the game will be released around Christmas time.



WWF

It's grapple time, wrestling fans! Forget your Giant Haystacks and your Big Daddies, Ocean has gained the rights to release a *WWF* game - that's World Wrestling Federation for those of you who don't know.

You may have seen the antics of these guys on Sky, brightly coloured he-men bashing each other around the ring. Many of you must reckon that the likes of Hulk Hogan and the Ultimate Warrior are just putting it on, however there's nothing false about Ocean's *WWF*.

The game is being worked on by Harrogate-based programming team, Twilight. Due out around November the game will be available for the ST and Amiga. More news as it arrives.



BARD'S TALE

Interplay's *Bard's Tale* became a hit among serious adventures, with half a million of the series sold. But because so many adventurers have managed to unfathom the long and intricate tale, Electronic Arts is set to release a do-it-yourself dungeon construction set. The kit includes a ready to play mini adventure, with the message, 'If you think you're so smart, design the flippin' thing yourself!'

All the dungeons, monsters, wizards, heroes and villains that made *Bard's Tale* such a hit, feature in this package, plus a host of new characters. You can choose where to put the pits, place the stairwells, teleport squares and anti-magic areas and hidden doors. What's more you can actually design your own monsters integrating with *DPaint* so that you can import files.

Initially, the construction set will be available on the PC with ST and Amiga following in early 1992.

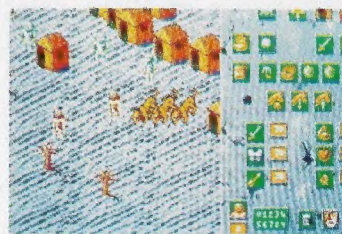
SEIGEMASTER

Vulture Publishing is set to release *Seigemaster* on the ST and Amiga. The game sees you attempting to defeat an evil lord who long ago won over the lands of your people.

Featuring a 3D isometric view the game is similar to a fantasy role-playing game. You'll get to battle with goblins, trolls, elves and beastmen as you lay

seige to their castles in an effort to right the wrong.

Only when you have learned the art of the seigemaster will you be powerful enough to put paid to that dastardly tyrant, the Dark Lord.



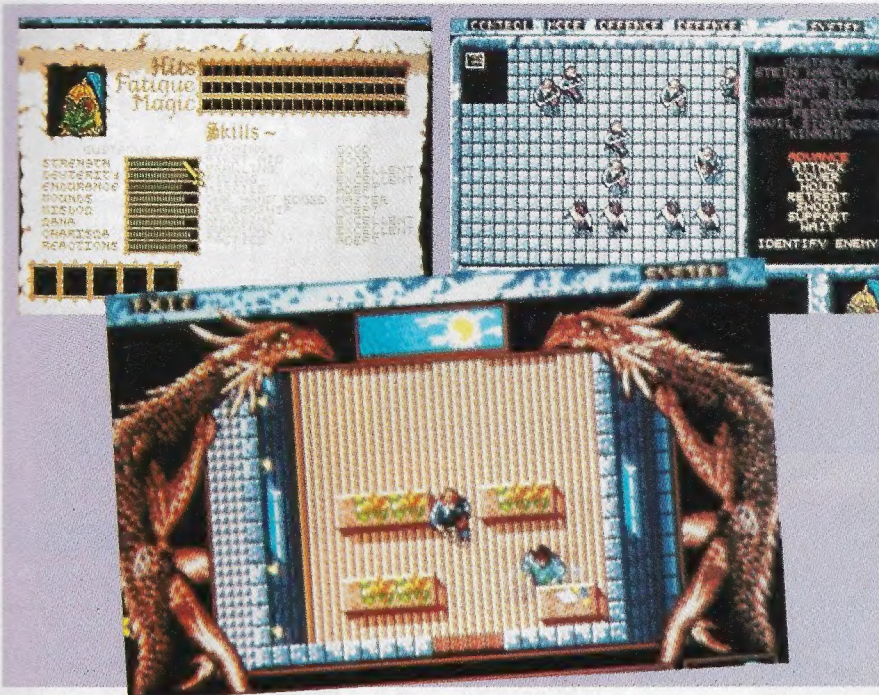
STAR PERFORMERS

Electronic Arts has announced its astounding budget label, *Star Performers*.

The first titles, which are due for a late September release, include the best selling package ever *Populous*, plus the excellent *Immortal* on ST and Amiga.

In contrast, there's the tennis game *Match Pairs*, and *Dormovic*, on the PC only, and *Ski or Die* on the Amiga, PC and Commodore 64 disk.

What price would you pay for each of these corkers? Not £20.00, not £15.00, ladies and gentlemen, £10.99 is all you need.



DAEMONSGATE

Gremlin has snapped up the rights to release Imagitec's huge fantasy role-playing game, *DaemonsGate*.

As Captain Gustavus of the Imperial Tormishan Guard your task is to gather a party of adventurers in a bid to discover why hordes of demons are invading the once peaceful land of Elsopea.

Several times larger than the Ultima games, *DaemonsGate* is a must for all role-playing fanatics. The game's release date has been set for December.

Gremlin plans to offer Amiga, ST and PC versions of the game at £34.99 for the Commodore and Atari machines and £39.99 for IBM compatibles.

Together with Imagitec, Gremlin is offering a prize in the shape of a full-size sword for the first person to answer selected questions relating to people, places and events within the game - go get a copy when we tell you!

THE GAMES-X GAMES SHOW

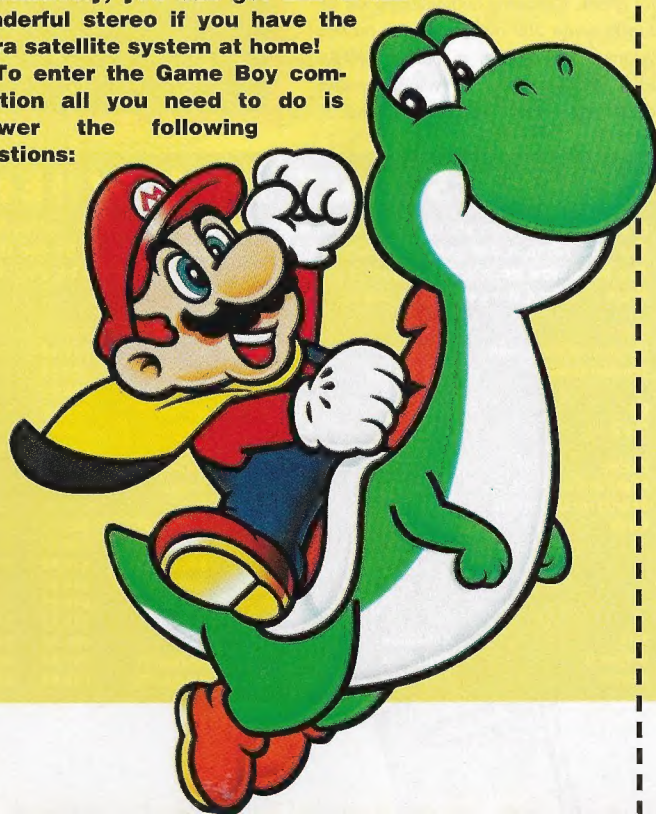
The *Games-X Games Show* on Radio Luxembourg reaches its third of the current series on Tuesday 27th August.

Announced on the show this week will be the winners of the Sega Mega Drive, name Sonic's brother compo. The main feature this time around will be the Super Mario Brothers with a chance to win a Game Boy and Mario game.

There'll also be the Luxy Guide to Lateral Thinking featuring 'Ecologically sound computer games' and 'Get yer flippers out!' - swimming games! You can hear about the games the Luxy lads have been playing this week, and get a chance to win yet more prizes live on-air, in a phone-in.

Tune in to 1440KHz/208m on the medium wave on Tuesday at 9pm for the *Games-X Games Show*. Alternatively, you can get Lux in full wonderful stereo if you have the Astra satellite system at home!

To enter the Game Boy competition all you need to do is answer the following questions:



Name these three Marios:

- 1 - the American racing driver;
- 2 - the author of *The Godfather*;
- 3 - the director and star of the film, *New Jack City*.

Write your answers on a postcard and send them in to: Radio Luxembourg, 74, Newman Street, London, W1P 3IA. Entries must be in by 9th September.

If you fancy the chance of winning five games, fill in the little cut out survey below and tell us what you think of the *Games-X Games Show*.

THE GAMES-X/RADIO LUXEMBOURG SURVEY

1 Were you a reader of *Games-X* before Lux started to broadcast its Tuesday night shows?

- Regularly Sometimes Never

2 Do you buy *Games-X* as a result of the shows?

- Regularly Sometimes Never

3 Were you a listener of Radio Lux before *Games-X* announced the shows?

- Regularly Sometimes Never

4 Do you now listen to Radio Lux as a result of the shows?

- Regularly Sometimes Never

5 How do you rate the *Games-X Games Show*?

- Excellent Good Average Poor

6 Do you feel that combining a video games magazine with a radio show works?

- Yes No

7 If not why not?

Name _____

Address _____

Cut this out and send it to The *Games-X/Radio Lux Survey*, Europress Interactive Publishing, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP



BYE BYE

After an active life of nearly 10 years, Amstrad is to cease manufacturing the good old *Spectrum*. Sales of the machine are estimated to have topped a million.

The Spectrum will remain on the shelves until after Christmas at a price point below the £100 mark, which maintains it as a good buy despite the 8-bit's inevitable demise.

Games continue to be released for the machine although it is budget titles that are seeing the most healthy sales.



MOTORHEAD - THE GAME

Games-X can reveal first that Virgin is set to produce a game based on top heavy metal band, Motorhead. Provisionally entitled, *The Ace of Spades*, the game is going to be an amusing and fast action arcade game starring members of the band, headed by Lemmy. Naturally, the game's going to feature heavy, throbbing, head-banging music.

The idea came from Virgin project manager Andrew Wright, who commented: "I've always noticed groups of long-haired, leather-jacketed metal fans at various computer game shows, so I reckoned gaming and heavy metal music went hand-in-glove."

Andrew spent the next month contacting agents and managers: "We asked a few bands, like Judas Priest and Iron Maiden, but they either wanted too much money or were restrictive about the type of game, its image and how the band was going to be portrayed.

Our first choice was always Motorhead, mainly because Lemmy's such a great character, so we were thrilled that when we approached the band, it thought it was a great idea and was really enthusiastic.

I think Motorhead has always been close to the hearts of most metal fans, because it epitomises real rock 'n' roll and it doesn't take itself too seriously. I think Lemmy was really tickled about the thought of seeing himself leaping about an arcade game."

Virgin is about to sign up an as yet undisclosed design house to produce game. More news as we get it!

NEW LABEL

Small distributor, Exeter Software, has launched a new educational label: **Rainbow Software**.

There are two games currently available: **Shapes and Colours** and **First Letters**. Both are aimed at the under fives and both are available on ST and Amiga costing £7.99. PC and Archimedes versions have also been planned.

Rainbow will also be releasing games for five to seven year-olds and over sevens.

MASTER SYSTEM PLUS

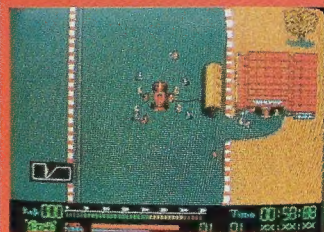
Sega have announced the arrival of its **Master System Plus II**, three months ahead of schedule. It comes in a different style casing and with only one controller. It will only be available bundled with Alex Kidd.

The Master System Plus is due in mid September. It will come with a light phaser and Operation Wolf costing £89.

Sega have also released details of a Pizza Hut promotion with 200 Pluses up for grabs. Colouring competitions will be run in some 200 outlets for one month. Winners will receive a Master System Plus, while runners up will get packs containing T-shirts and baseball caps.

TURBO RACERS

Provisionally titled *Turbo Racers*, Idea's next release will see players being able to race five different vehicles over 50 tracks.



Choose from Go-Karts, Formula 3, prototypes and the like. What's more you'll be allowed to test your skills over five different



terrains. You'll earn money by winning races and all cash may be spent on customizing your vehicle.

Keep your eyes peeled for Idea's Turbo Racers. The game will be released in October on the Amiga.



WHAT'S OUT AND WHEN

If any of the games we review are not due for release for several weeks, What's Out and When is our guide to when the games are actually due to hit the streets. The list below details which games will be released - i.e. you will be able to buy them - during the next seven days...

Product	House	Team	Format	Price	Date
Cardinal of the Kremlin	Accolade	Capstone	PC	£29.99	28/8/91
Thunderhawk	Core Design	Mark Avery	Amiga, ST	£30.99	27/8/91
			PC	£30.99	27/8/91
Elf	Ocean	In house	Amiga, ST	£24.99	26/8/91
Big Deal	Accolade	Capstone	Amiga	£30.99	28/8/91
			PC	£34.99	28/8/91
Casino	Accolade	Capstone	Amiga, PC	£24.99	28/8/91
Flight of the Intruder	Mirrorsoft	Rowan Soft	Amiga	£30.99	28/8/91
Search for the Titanic	Accolade	Capstone	PC	£29.99	28/8/91
Swap	Palace	Microids	Amiga, ST	£25.99	27/8/91
			PC	£25.99	27/8/91
			Amstrad cass	£10.99	27/8/91
			Amstrad disk	£14.99	27/8/91
			C64 cass	£10.99	27/8/91
			C64 disk	£14.99	27/8/91
F-14	Activision	In house	PC	£35.99	27/8/91
R-Type II	Activision	Irem	Amiga, ST	£25.99	27/8/91
Hunter	Activision	Paul Holmes	Amiga, ST	£25.99	27/8/91



Presents...

The Air Crew



Select from the list below any **TWO** Spectrum, Amstrad, Commodore 64 or Atari XL/XE games or **ONE** Amiga or ST game - when you join the AIR CREW.

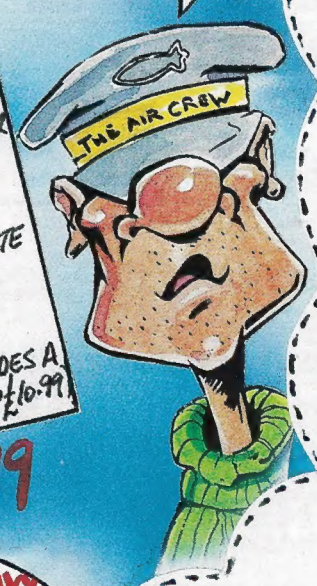


CAPTAIN COCKPIT
"ALL THIS ABSOLUTELY FREE, WHEN YOU SEND US £7.99"

GILBERT T.H.
"IT'S A GREAT BARGAIN WHICHEVER WAY YOU LOOK AT IT"



STAN GROMMET
"JOIN NOW - OR I'LL RE-ARRANGE YOUR BRACKET!"



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4. CLASSY A4 MEMBERSHIP CERTIFICATE WITH UNIQUE AIRCREW I. D. NUMBER
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NORMAN THE NAVY
"THIS IS THE MOST EXCLUSIVE GAMES CLUB GOING"



	SPECTRUM	AMSTRAD	COMMODORE 64	ATARI XL/XE	AMIGA	ATARI ST
Championship Run						<input type="checkbox"/>
3D Grand Prix	<input type="checkbox"/>					<input type="checkbox"/>
American Football	<input type="checkbox"/>					
Arcade Fruit Machine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Arcade Trivia	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Ball Blasta	<input type="checkbox"/>		<input type="checkbox"/>			
Bionic Ninja	<input type="checkbox"/>		<input type="checkbox"/>			
Blinky's Scary School	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Death Chase	<input type="checkbox"/>					
Draconus	<input type="checkbox"/>		<input type="checkbox"/>			
F1 Tornado	<input type="checkbox"/>	<input type="checkbox"/>				
Fantastic Soccer			<input type="checkbox"/>	<input type="checkbox"/>		
Full Throttle 2	<input type="checkbox"/>					
Full Throttle	<input type="checkbox"/>					
Jasper	<input type="checkbox"/>					
Jocky Wilson's Darts	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Kick Box Vigilante	<input type="checkbox"/>		<input type="checkbox"/>			
Las Vegas Casino	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Mazie	<input type="checkbox"/>					
Mirax Force						<input type="checkbox"/>
Mountain Bike Racer	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		
Ninja Commando	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Para Academy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Para Assault Course	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Phantom						<input type="checkbox"/>
Pro Go Kart Simulator	<input type="checkbox"/>					
Psi-Droid			<input type="checkbox"/>			
Rally Simulator	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Sidewinder						<input type="checkbox"/>
Spaghetti Western	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
Speed Ace						<input type="checkbox"/>
Turbo Skate Fighter	<input type="checkbox"/>					
World Soccer	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Zybox	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			

To join Captain Cockpit, Norman the Navy, Gilbert Terracotta-Hatchbatch, Stan Grommet & the rest of the AIR CREW pick your FREE GAMES by ticking the boxes, complete this form, and send a cheque or postal order for £7.99 (£8.99 overseas) made payable to Zeppelin Games Limited at The Air Crew, P.O.Box 17, Houghton-le-Spring Durham DH4 6JW.

Name: _____
 Address: _____
 Postcode: _____

DOB: / / Computers Spect Amst C64 XL/XE
 Owned: Amig ST PC Console

G A M E S L I G H T C H A R T S

1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	◆	HEROQUEST House: GREMLIN Team: 221B
3	◆	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
4	◆	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
5	◆	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	◆	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
8	★	EYE OF THE BEHOLDER House: US GOLD Team: SSI
9	▲	SUPER MONACO GP House: US GOLD Team: ZZKJ
10	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
11	▲	VIZ House: VIRGIN Team: PROBE
12	▲	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
13	★	GODS House: RENEGADE Team: BITMAP BROTHERS
14	▼	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
15	★	CREATURES House: THALAMUS Team: APEX BROTHERS
16	◆	F16 COMBAT PILOT House: DIGITAL INTEGRATION Team: DI
17	▼	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
18	▼	ROBIN SMITH'S CRICKET House: CHALLENGE Team: ASTROS PRODUCTIONS
19	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
20	★	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON

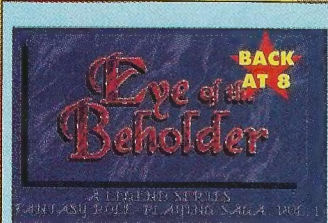


CHART FAX

Five solid weeks at number one for the European Cup Winners' Cup champions. **Man Utd Europe** might not have the edge on **Kick Off 2** but it is certainly a good little game, and judging by the sales you have all spotted this.

Gods is back at number 13 and earns the title 'Yo-yo of the month' for its jolly, chart-bouncing antics. Meanwhile 'Turkey of the month' goes to those **Turtles** for the eighth month running. Not a bad chart record, is it?

Meanwhile, those irrepressible little rascals, **Lemmings**, are once more on their suicidal way up.

The only new entry falls outside the 20 this week at number 21, but I'm not going to tell you what it is 'cause I'm mean! Oh, go on then it's Virtual



Reality from Elite. However, it would seem that you are all content with the games currently on release.

The top five is exceptionally interesting with every game in exactly the same place as last week. Ah, the excitement, the suspense!

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-entry

Turn to page 32 for our specially compiled machine specific charts



FINAL BLOW COMPO

WIN BOXING AND BODYBUILDING KIT

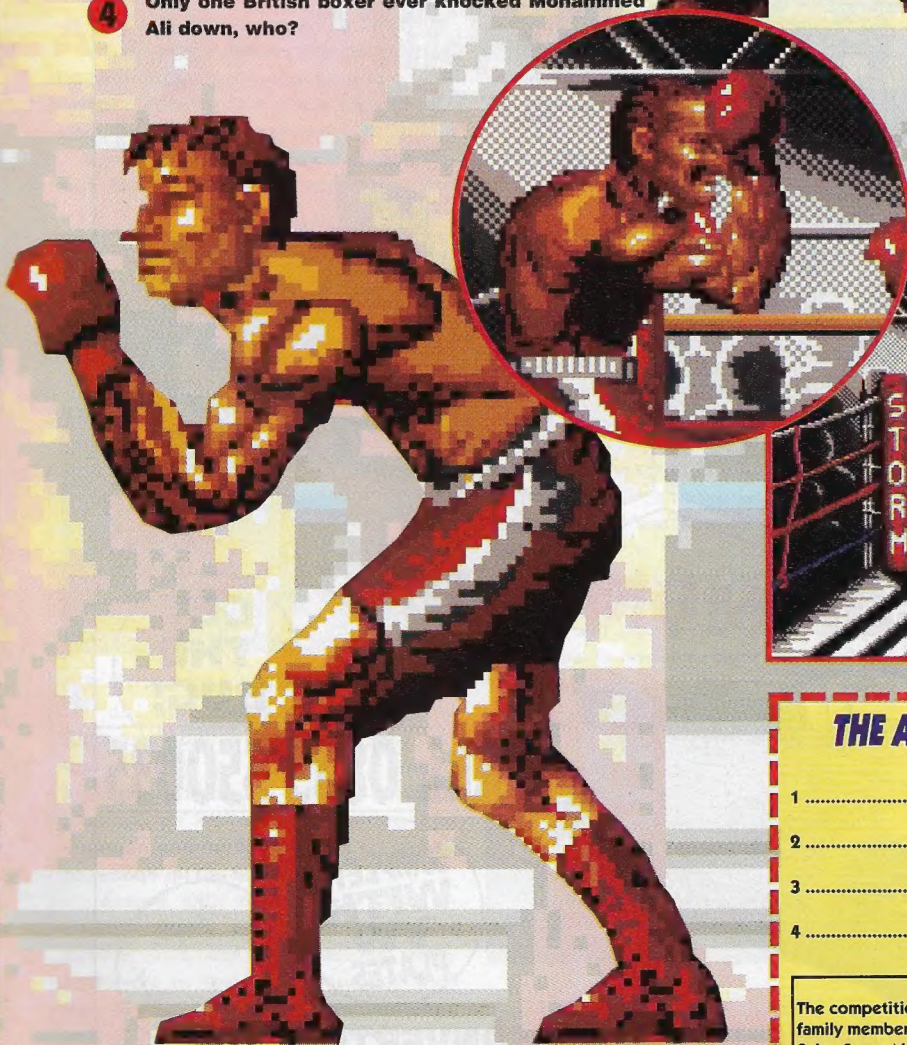
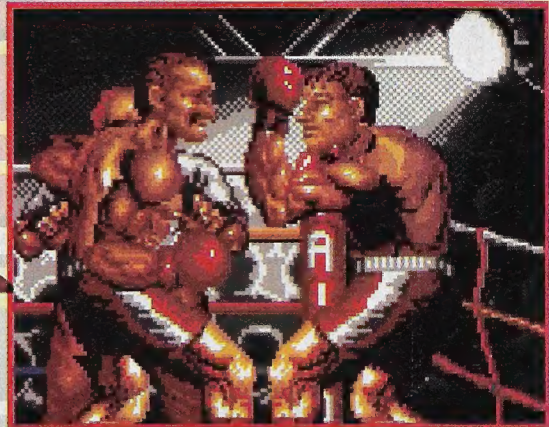
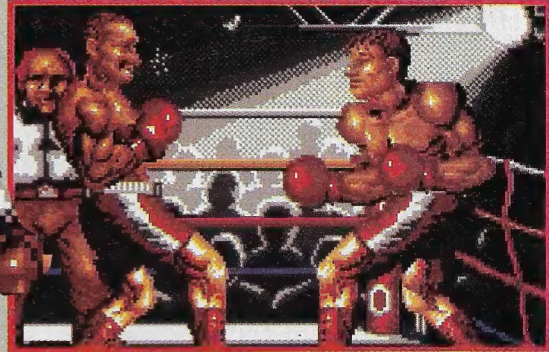
Final Blow is the powerful, jaw-smashing coin-op conversion from Storm. This is heavyweight boxing, arcade style, leaving out none of the nose numbing, lip swelling thumps. To mark the forthcoming release of Final Blow, *Games-X*, courtesy of Storm, presents the The Final Blow Compo. We invite you to take a smack in the chops from Mike Tyson himself.

We are offering you the chance to win five, yes five boxing kits, which include top quality boxing bags and gloves – as used by the professionals.

Five runners are given the opportunity to build their muscles and perhaps star alongside Arnie in Terminator 3, with a Weider Super Strength Builder!

To stand a chance of winning all you have to do is answer the four questions below and get your entries to us by 10th September, 1991. Send your entries to The Final Blow Compo, *Games-X*, Europa House, Adlington Park, Macclesfield SK10 4NP.

- 1 Only one heavyweight champ has ever retired undefeated, who is he?
- 2 Who said "Float like a butterfly, sting like bee"?
- 3 Who knocked Mike Tyson off his perch last year?
- 4 Only one British boxer ever knocked Mohammed Ali down, who?



THE ANSWERS TO THE FINAL BLOW COMPO ARE:

1 Name

2 Address

3

4

Rules & Regs

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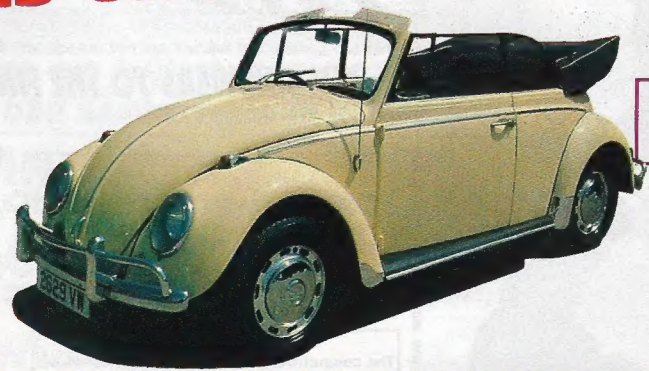
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"It's Friday, it's five o'clock and it's..." the weekly C64 page from yours truly. This week we have more mindless violence than you would think possible. Just remember this one thing: "I'll be back!"

Dr Westlake was close to a new discovery that would revolutionise modern medicine as we know it. Then one night, when he and his assistant were working late in the lab, a gang of ruthless villains ransacked his laboratory, killed his assistant and left him for dead.

Now he's out for revenge. Using the synthetic skin which he designed to enable him to disguise himself, he is unstoppable, unrecognisable and a creature of the night. He is Darkman.

Ocean's conversion of the film will follow the plot fairly closely and use an array of platform sections to simulate the action. Available very soon at the usual Ocean price of £11.99. Look for a review next week!

ONE YOU MAY HAVE MISSED...

TOTAL RECALL
OCEAN £11.99

Arnie in a platform game!? A notion that many people would think to be silly. However Ocean hasn't converted the sub-standard 16-bit game, but instead has redesigned the game for 8-bit owners.

It is still a platform game but is done in a much better way. Unbelievably brilliant and



It's time to grab your old repeater rifle and head out into the bullet ridden battlefield and blast the enemy. The odds are most definitely not on your side, but hopefully you'll make it!

Using the joystick you must move the cross-hair around the screen and blast everything that comes into its path.

You are also armed with lots of grenades which are in short supply.

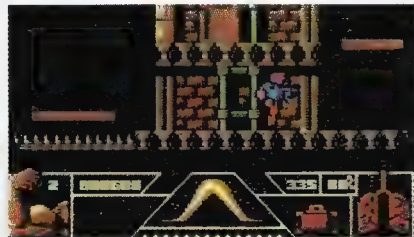
These can be regained by shooting the right man out in the field.

Graphically the game is colourful and fairly nice to look at, sound too is of a similar quality. When you actually get down to playing the game however, something changes.

Fighting the bad guys can become very tedious and this lowers the fun factor of the game. Although it isn't in the same class as many conversions it is an average offering for the C64.



X-RATING: XXX



addictive gameplay means you're in for a 'totally' great game that's well worth the money!

X-RATING: XXXXX

TOOBIN'
HIT SQUAD
£3.99 OUT NOW

Get ready dudes, it's party time! Unfortunately, you're miles away from the action and have to race down river riding on an inner tube from a car tyre.

Sounds like fun? Well, in the arcade it most certainly is, while on computer it's very sub-standard. The Spectrum version is the best one available due to a keyboard control option. This makes it closer to the arcade version in which you pressed a button in order to paddle.



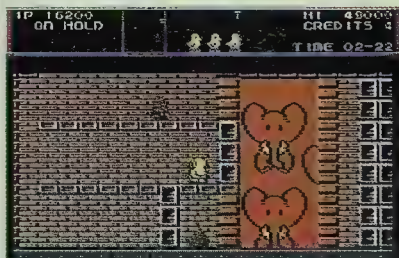
The main reason the C64 game isn't very good is that you control the game using a joystick. This tends to alienate arcade fans.

Graphically the game is average with a nice use of colour. The music has been completely ruined in the conversion; gone is the up-beat dude-tune!

Only the originality saves it from being completely awful. You'd be wiser to spend your money elsewhere.

X-RATING: XX

NEW ZEALAND STORY
HIT SQUAD
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Tiki the Kiwi has a major problem on his hands. Living at the Auckland Zoo was joyous and fun, that was until a psychotic Walrus kidnapped him and all his friends, planning on having them for tea. Tiki escaped and decided it was up to him to rescue all his buddies.

Armed with only a bow and an infinite supply of arrows you must control Tiki and fight across many platforms to the final encounter with the Walrus himself on the southern island.

Many of the Walrus' friends have come out to help him and must be killed to progress. At the end of the first level you must kill a huge whale by jumping inside his mouth and blasting from the inside. You get the picture?

After playing this game I feel that a better conversion could have been achieved. The graphics, while being colourful and cartoon-like are blocky and slow.

However, the game is playable and somewhat addictive to play. Younger players will lap up the challenge but the game is nowhere near as good as the 16-bit counterparts.



X-RATING: XXX

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"I can't draw free hand to save my life." Quote of the week from Ian Harling. It's difficult to believe that this self-confessed 'hopeless artist' was the creator of the stunning pictures and sequences in Flag.

It's even more incredible when you realise that every picture and animated sequence in Flag is original, and painstakingly drawn pixel by pixel, with not a digitizer in sight. "I get a bit tired of telling people that my stuff isn't digitized, but I think it would be big-headed to put the fact in the credits."

MR RELIABLE

Over four years Ian Harlin, became known as someone you could rely on when a graphic artist screwed up on a game. "I used to get these calls from publishers asking for anything, from intro screens to full, in-game graphics, and they always had to be finished by yesterday."

Although Ian was rarely out of work, he saw this period as a deep rut. "If anything, at least working on different games, under pressure, I could try a variety of approaches and styles. But I started to get sick of being a 'patch-up' artist, and so I began to turn down more and more work to concentrate on original projects."

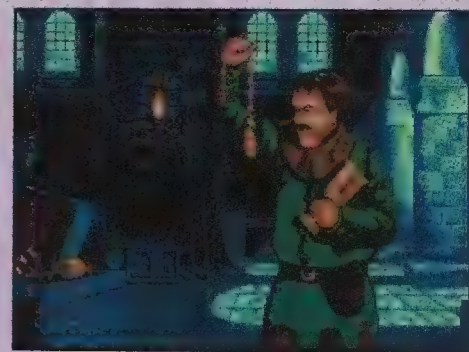
Ian teamed up with Isle of Wight-based, teenage programmer, Simon Cooke, who had developed an unusual amount of knowledge and skill for his tender years, and soon realised that they worked well together. Their first original project, Lost Patrol, proved to be a very trying time for Harling and Cooke.

They were now even more determined to outdo Cinemaware in combining movie quality presentation with interaction, action and adventure.

Flag was the result of much soul-searching by Envision. Ian: "In Lost Patrol, we were trying to present the game with different gameplay styles - we now realise that this was a pretty pointless exercise."



Harling's dynamic graphics create atmosphere, set scenes and tell stories. If you think this is art for art's sake, think again



This overlord looks deep into the mystical ball. Marvel at the stunning graphics and animation as a ghostly face appears in the glass

Exercising your omnipotent power within civilization games like Populous really swells your head. So take off that ridiculous imperial, ermine trimmed cloak and laurel crown, because as Jason Spiller discovers, Envision's Flag, to be published soon by Gremlin, will have you mucking in with the other mere mortals.

Envision = fly

The first stage in the Flag project was to strip the whole game idea down to basics, with the straightforward objective being that of capturing your opponent's flag.

Ian explained: "We noticed a similarity with the



Harling's frustrated artistic genius stayed dormant as he struggles with pencils and brushes. But in computer-art, he has few equals

Paintball/Skirmish objective, but in the game, a flag is simply a basic symbol, an objective to aim for and capture. Our idea is that a player can enter this world, settle in immediately and play without having to refer to instructions.

Of one thing we were sure, unlike Lost Patrol, the scenario in Flag was going to be the last thing we were going to think about."

ATMOSPHERIC INTRO

Harling designed and drew an incredible intro sequence to set the scene and atmosphere for the game. In his dark and sinister lair Hearn the Great Wizard has created a desktop world, a small civilization which he controls and within which he can cause mayhem and disaster if he so pleases.

The land is split down the middle by a river with only one bridge. The wizard built two villages either side of the river and populated it with a society of pharmacists, alchemists, builders, soldiers and even robbers.

Then he decreed that every 20 years the villages must fight against each other to the death to gain possession of the opponent's flag. The victor would win peace for the next two decades whilst the defeated

would be forced to serve the victor in pain and humiliation.

Ian explained the structure of the game: "You play one of the village leaders in command of a potential 50 soldiers or workers, depending on your strategy. You begin with a limited amount of gold which obviously represents your buying power, and with it you can conscript villagers into the army or into a building workforce."

DOSH DEMENTIA

"If you choose to play defensively, you can command your people to build protective walls at strategic points. Offensive action would obviously mean that you dispatch an army to attack the other village."

As in most adventures money plays an important part and dealings with merchants can bring in extra wealth - you can also rob enemy traders. With all this wizardry, magic obviously occupies a key role in the game.



War between villages breaks out every 20 years as decreed by the Great Wizard. You must prepare adequate defences or be ready to flee



Deep in his lair, Hearn, the Great Wizard – bearing an uncanny resemblance to his creator – presides over his desktop world

It is Hearn's decision as to who may live in his villages, and he who may cause mayhem and disaster to the hapless individuals populating the twin villages

oving the flag

Ian: "With the gold, you can buy spells from the village alchemist to perform such tasks as strengthening your army."

Levels are constructed as if a player is passing through time, meeting and competing against successive leaders. Ian continued: "The first decision is where to place your flag, making it as difficult as possible for the enemy to capture. This creates a great number possibilities and makes the game extremely open-ended."

Unlike games such as Powermonger, there's no setting or peripheral building, it's straight into the thick of it in Flag. Ian doesn't see the point of creating unnecessary hurdles in the way of an objective.

MAYHEM AND DRAGONS

The battle is fought on the home front. You must

defend against the aggressor and then reconstruct damaged buildings, or attack your opponent's village, armed with battering rams. In between assaults, there are saboteurs who infiltrate and cause mayhem, dragons which strike fear into the hearts of the people, and a terrible plague to decimate your population. Obviously there will be enough happening to keep even the most power-crazed megalomaniac occupied.

Both graphically and technically, Flag is incredibly advanced. The stunning intro sequence is a cinematic treat which leads into a game that is no less impressive with a full screen 3D world. This is a triumph of sheer hard work over machine limitation.

Ian: "Without Simon's skill the whole thing would have ground to a halt. The 3D takes up the full screen and there's some 18 layers of masking, with the sprites being able to move behind and in front of objects such as houses. The scroll is multi-directional and there can be as many as 25 sprites on screen at one time pushing the processor to the limit."

Flag is the most impressive looking game I've seen in production for this autumn. If you're a fan of the type of game originally inspired by Populous, you cannot, nay must not miss this one.



GAMES-X SCORING SYSTEM EXPLAINED!

It's not difficult but we want to make everything as clear as possible. So sit down and listen carefully as you're talked through the various aspects of the game reviews...

X-RATING: XXXXX



The higher the rating the better the game

JON the lairy, token Southerner of our art department has just had a very relaxing holiday drinking lager, swiping ashtrays, wearing union jack boxer shorts and singing inane songs about some mythical football team from Portsmouth.



FIONA the tears are over, as she has returned at last to her slimy, but beloved, playmate Sid. Fun and frolicks are about to set the office agog! We enjoyed the peace and quiet while it lasted.

ROB fresh from a bout of oggling in a few of London's more seedy cinemas, Rob has returned to us cheeks aglow! "What films did you see, Rob?" We all asked. Mumbles and blushes were the only replies!



This is the accolade given to those games of exceptional quality and which the Games-X reviewers feel deserve extra recognition

RELEASE INFO

C64 £11.99 Now

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What machine the game's available for, how much it costs and when it's out. The one in red is the format we reviewed. The 'c' means cassette and the 'd' stands for disk

LAST NINJA



John

The saga continues with this, the third and final part of the trilogy that sees you as the last remaining Ninja. Having battled your way through previous adventures, you must now face the ultimate evil who takes the form of the wizard Kunitoki, the bane of your life and all that you stand for...

The evil wizard Kunitoki utterly loathes the Ninja movement and will do anything in his power to obliterate the strange and mystical ways of this ancient sect.

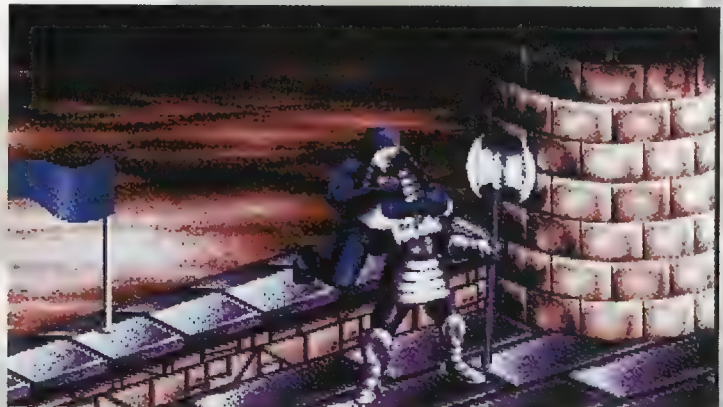
In order to do this he has struck upon a most tyrannical and evil idea which will destroy his enemy once and for all.

He has invaded the sacred temples of Tibet and stolen five ancient, mystical scrolls which outline the secret behind the power of Ninja.

Having collected these he has proceeded to scatter them through the five elemental planes of the universe, where they are guarded by strange and violent creatures.

Five elemental planes? Apparently a fifth has been discovered, so now, along with earth, wind, fire and water, you have the uncharted realm of the void to explore. Ninja in space, eh? Heavy stuff!

Not only does the invasion of the temples mean that the power of Ninja is lost for future generations, but it also entails further horrifying results.



In true nasty fashion, our hero twists and breaks the guard's neck. Ugh!

Kunitoki has placed his evil minions within the temples, thus infiltrating the holy priesthood and corrupting the forces of good.

To rid the world of all these rather distressing problems you must travel through the dimensions, retrieve the scrolls and finally, destroy Kunitoki once and for all.

INTER-DIMENSIONAL NINJA

You begin your mission in the realm of earth. Your main objective is to find the scroll and escape from the dimension through the gateway, which is guarded by a large, end-of-level, meanie-type person.

Dashing around each dimension you will come across numerous mean-looking chappies from karate experts to large unfriendly people wielding enormous, blunt instruments.

As well as this, there are also multitudinous natural hazards which must be overcome by physical dexterity and mental prowess.

To aid you in your exploration, you carry with you a prayer wheel, an object of considerable use, that will inform you of any objects which may be hidden nearby. This is especially helpful when you consider



The evil wizard casts a spell upon your weak and feeble body as you try to attack him with a Bo

that you will have to make many of your weapons and tools yourself.

For example, the Nunchukas – the funny bits of wood and chain that the ninja's spin around their heads – must be built by using two pieces of branch and (oddly enough) a length of chain.

All of these items can be found in the first dimension and will automatically be fitted together when you've collected them.

As you gain experience by defeating the hordes of bad guys, your level of Bushido will increase. What on earth is Bushido?

Well, it's the Ninja equivalent of



As you begin to explore the first realm you are set upon by this ugly guy as he attempts to kick your head in

Karma, the spiritual strength of your black clad warrior.

As you progress through the levels, different meanings will require you to have gained a certain level of Bushido before you are capable of defeating them. If you don't possess enough, you've got no chance!

THE SAME, BUT DIFFERENT

You may well be curious about how it compares to the previous ninja games from System 3.

Well, both the graphics and the control methods have been vastly improved. One of the major complaints about the original was that the joystick controls were a pain in the backside.

Now, instead of having to effectively rotate your character to move around the 3D environment, you have much more direct control.

This is because a lot of emphasis has now been placed upon the beat'em-up elements – much more so than in previous versions.

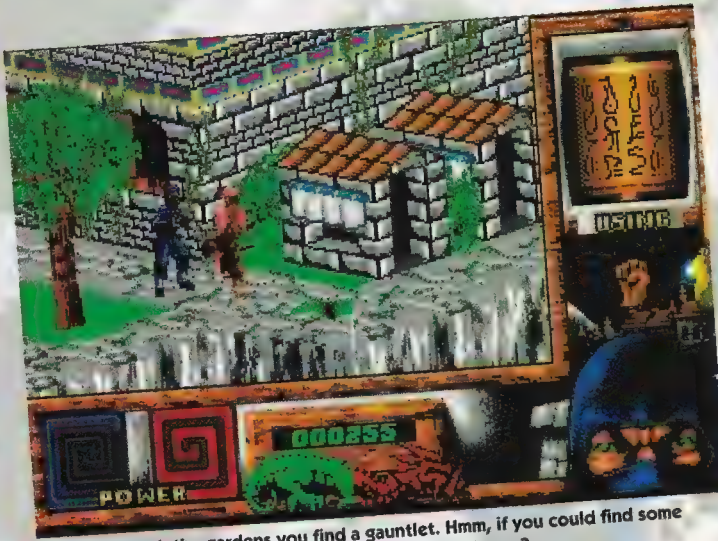


The Last Ninja moves onwards towards the Tibetan temples to seek out his dreaded enemy – Kunitoki



RATED
GAME OF THE WEEK

The final battle? You come face to face with the evil Kunitoki himself. He's the big dude on the chair



Moving through the gardens you find a gauntlet. Hmm, if you could find some spikes you'd have the perfect climbing claw, wouldn't you?



FACT FILE

Software House: System 3
Programmer: Dave Collins
Graphic Artist: Phil Thornton

The final ninja game! The last Last Ninja! But is it the definitive adventure/beat'em-up?

Well, graphically this certainly is a considerable improvement over its predecessors. Check out some of the screen shots across these pages – pretty neat, eh?

The sprites and backgrounds are both obviously influenced by console games and manage to evoke a very Oriental feel.

As you can see the sprites are much larger this time round and the detail in some of the animations is very nifty. It's especially complicated on some of the more futuristic meenies in the later levels.

The larger of the bad guys are also very impressive as they proceed to mangle and pulverize you into a quivering pulp. Some of them just have to be seen to be believed! They're all much better than in the previous ninja games.

The sound is also of a very high quality. Each of the different levels has its own atmospheric sound track which drives the game along, gaining in pace as you reach sections of increasing tension.

Gameplay sees a vast improvement over the previous Last Ninja titles. Due to the shift of emphasis towards a sort of 'thinking man's beat'em-up', it is much easier to get into.

The overall effect will doubtless combine to create an even greater appeal than ever before.

The sheer number of locations and objects which can be found ensure that you will return again and again to solve the many puzzles that are presented.

If you're a fan of either arcade adventures or ninja style hack 'n' slash games you could do far worse than this!

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 18/20
Presentation: 17/20

RELEASE INFO		
Amiga	£25.99	Sept
Atari ST	£25.99	Sept
PC	TBA	Soon

NIFTY NINJA NICK-NACKS

Your ninja in mid-combat – complete with speed blur on sword



The prayer wheel opens when an object is nearby

The object you are currently using is highlighted in this box

Your ninja's level of power

Your opponent's power level

The level of Bushido is represented by this dragon. The more the dragon is coloured red, the higher the level of Bushido



FACT FILE

Software House: Strategic Simulations, Inc/
US GOLD
Development Team: Beyond Software, Inc
Programmer: Cathryn Mataga
Graphic Design: Louis Sackow Design

All in all, Gateway to the Savage Frontier is a satisfactory game. Although let down by the lack of improvement from its predecessors, it can still hold your attention for a while, which is vital in a game of this scope.

The graphics are nondescript with no true animation, the characters just jump from space to space. The creature Bard's Tale games and the movement is worse than the later Ultima games.

The puzzles are too obvious in places leaving far too little to the imagination. The sound effects are best left unmentioned.

The AD&D fighting system is stuck to almost 100 per cent but there are more modern and realistic fighting simulation systems. However, Dungeons and Dragons is still synonymous with role-playing.

All that aside, it is an enjoyable game to play, and fans of AD&D, and role-playing will love it.

X-RATING: XXXX

Gameplay: 14/20
Lastability: 14/20
Presentation: 11/20

RELEASE INFO
IBM PC \$39.99 Soon
Amiga (1 meg) TBA Sept

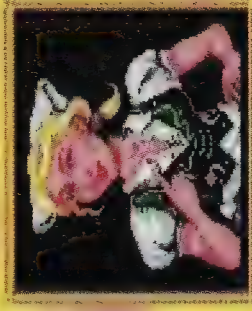
GATEWAY TO THE SAVAGE FRONTIER



It seems to be every other week when a Dungeons and Dragon hack 'n' slash pixel basher comes out, and this is no exception. So, if dashing around strange worlds with a sweaty bunch of hybrid strangers is your idea of fun, read on...



This generation of pit bulls is far more menacing. These hellhounds are the size of horses, possess a nasty bite and their breath will char your rump medium-rare



Non-player characters are the usual unintelligent, boring rabble. The barmalids normally have more to offer by way of information, or beer

TO BOLDLY GO WHERE NO SQUID HAS GONE BEFORE

Name of character or monster attacking at the moment

Hitpoints are the life force of the attacker

AC (Armour Class) is the level of protection against being hit

Display window offers chance to vary your attack plan, back stab and protect ill members

Distance in squares you can move at any one time

Shows the type of attack, from weapons used to the style of attack

Description window details attack success and any damage inflicted

play than to be caught in a claustrophobic maze. Looking around the great desert and sailing the trackless sea are just a few of the available options.

As a result, Gateway to the Savage Frontier is one huge game, large enough to secure a lasting interest and a varied gameplay together with challenging geographical locations, the choice of townships to enter and several puzzling quests to embark on all add to the enjoyment.

Actually, puzzling isn't the key, because you'll soon find out who you are supposed to kill—and then you dispatch them.

dungeons and other murky, damp places, Guardians of the Final Frontier is set in the great outdoors—the wilderness.

This is much more enjoyable to

aggressor. Fail and the land is doomed for all eternity.

Yes, quite a run-of-the-mill role-playing lark. However, instead of being set in caverns and



Can our Omnic eat five steaks? Stupid question, really. Food is left out of the game plan and you can set up camp and rest for as long as you like, healing and memorising spells, without once going to Tesco's



Well, that's the problem, isn't it. There's tension in the air, peace shattered and armies on the move—and it's up to you to restore the status quo. Who wouldn't want to live in such exciting times?



FINAL FIGHT

US Gold's latest offering is one of those two-player beat'em-up jobbies in the mould of Double Dragon. It boasts huge sprites and arcade quality playability, yet does it manage to achieve this? Read on and discover the truth...



Unlike the Famicom version, all three characters can be put to good use, and the two-player option still remains as well. Fights between friends are not uncommon in games of this type

Once elected as mayor of Metro City, Mike Haggar, former street fighter and wrestler, thought that his life would be easier. That was until his daughter, Jessica was kidnapped by the Mad Gear's street gang.

Haggar, who was understandably enraged, took it upon himself to rescue her. His two best buddies, Guy and Cody, the latter being Jessica's boyfriend, were there to help him if need be.



THE 'A' TEAM

Cody: Jessica's lover and a great fighter
Guy: A martial arts fan and Cody's friend
Haggar: Ex-wrestler and now the mayor

This task will take you all over Metro City; among the slums, through the subway, and then along to the bay area.

You should then make contact with the leader of the Mad Gears and the meeting will hopefully end in the latter's death, leaving you to enjoy a sloppy reunion with your daughter.

Many different thugs will attempt to prevent you from making progress. Each has his own



Just when you thought it was safe to relax, you are set upon by a number of men and women, intent on seeing you a goner punch to a fully blown running head charge!

Fortunately, you have a great array of fighting moves at your disposal, easily accessed by moving the joystick in various directions.

KICK 'IS 'LEAD IN!

Kicking and punching your way through Metro City doesn't have to be a lonely mission because two players can fight simultaneously against the bad guys.

Punching need not be your only means of retaliation either. Knives and drain pipes lying on the ground may be put to

A breather from the action is brought to you in the form of bonus games, of which there are two. In the first, you must kick out at a parked car: a conveniently placed drain pipe should make things easier. The greater the wreck, the more points you accumulate.

The second bonus stage has you trying to make your way through moving panes of glass. These rotate but can also be punched out of the way.

BUDDIES TOGETHER!

With graphics taken straight from the arcade original and complete with great beefy sound effects, you can expect this to become a smash hit almost instantly.

So, strap on your 501s and get ready to kick some butt in the best conversion of a beat'em-up to date!



Metro City: Crime capital of the USA. Mike Haggar and friends must fight their way across town to reach the place where Jessica is being held



FACT FILE

Software House: US Gold
Development Team: Creativ Materials
Programmer: Richard Aplin

W-O-W! All I can say is wow! This game is unbelievably amazing. Never before have I played a beat'em-up this good. And yes, I have played it!

The graphics are truly the best I've seen in a game of this type on computer, and although you'd expect the screen to slow down or even judder with the size of them, nothing happens.

Sound effects are great and the tune US Gold betters the arcade original by far. Thankfully, there is no longer an in-game tune. Who wants an annoying bit of music when you have such realistic fighting sounds anyway? Not me!

Don't believe anything else you read about this game for it is really one of the best so far this year. Even at this price the game is a steal!

X-RATING: XXXXXX

Gameplay: 19/20
Lastability: 18/20
Presentation: 18/20

RELEASE INFO	
Amiga	£25.99 Sept
Atari ST	£25.99 Sept
Spectrum	£11.99 Sept
C64	£11.99 Sept
Amstrad	£11.99 Sept



FACT FILE

Software Houses: Ocean
Programmer: Mick West
Graphic Artists: James Clarke
Musici: Jonathan Dunn

Darkman is a let-down. The bulk of the game is visually unappealing, with too much repeating sprite repetition and slow, incredibly unrealistic leaps.

However, walking around is smooth enough and the backheel kick is a worthwhile addition to the otherwise stale fighting sequence.

The level link shots are nice to view, and the photo sessions are simple and are the most enjoyable part of the game.

The sound and static graphics aren't too bad and the game is redeemed by the few, smaller sub-games.

However the general gameplay is wearisome. Framing in a basic double dragon-style scrap, a poor platform romp and a pseudo-driving sequence, doesn't make for a good game.

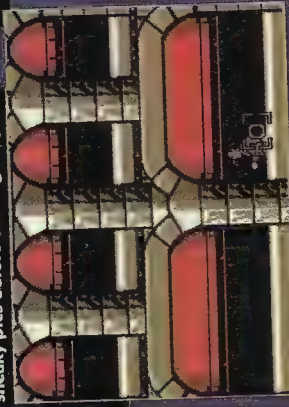
X-RATING: XXX

Gameplay: 5/20
Lastability: 6/20
Presentation: 11/20

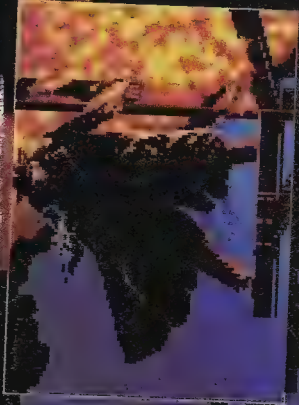
RELEASE INFO

Amiga	£24.99	Now
Amiga	£24.99	Now
Amstrad CPC	£10.99	Now
64	£10.99	Now
64	£15.99	Now

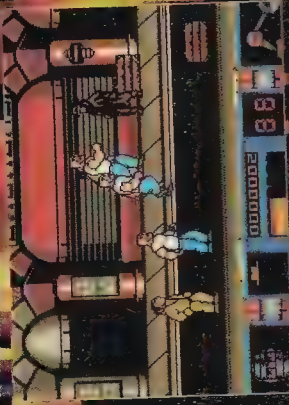
To wear a disguise that is the exact image of your opponent, you have to gather loads of sneaky pics before each fighting section



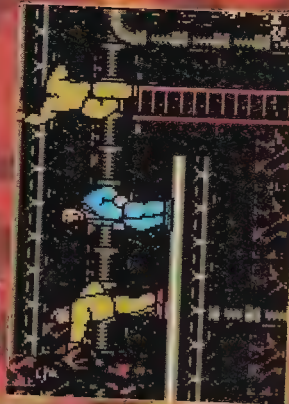
The Darkman looking, err, well, dark.



Early on in the game, you're having a 'spot of biology' outside the laundry in Chinatown, but the bully are one of only two



Playful kids scribbling with Darkman in the factory



DARKMAN



Darkman lives a nightmare, his face horribly disfigured after it was blown away by gangsters in an explosion. He may not have a face, but he's got brains and revenge is due - the gangsters and all their cronies must suffer...

stage, the gangsters become increasingly tougher, although they still look the same.

As the lab explodes you leap onto Durant's helicopter and go on a mad swing about. As the nasty chap tries to squish you on any oncoming juggernauts, you have to swing out of the way to avoid hitting the vehicles.

Sounds interesting but the scrolling is dubious and it's quite an easy level.

Having seen Durant splashed over the freeway, you then have to kill the evil gangster boss, Strack.

He's the mastermind who disfigured your face, kidnapped your wife and transformed you into a psychotic mass murderer.

WREAK REVENGE

Without a doubt, this is the trickiest level with both traps and henchmen, but it's worth persevering just to see Strack casually thrown off the roof.

Darkman is literally that, a very dark man. Settling a figure in a brown coat against a backdrop of brown walls seems a tad silly and is very irritating.

Darkman contains a wide variety of games, but most are timid versions of the full blown thing.

Instead of concentrating on a reasonable game standard within a few different styles, this is a case of too many chefs...



It's too sexy for my mask!

Priming a set of gas cylinders, you then have to escape in time. Once again, you've got to kick ass. At this

Trapped in the factory in the second level, you must give everyone a good hiding while striving to reach the roof.

Leaping from platform to platform, avoiding getting a nasty burn from leaking pipes and literally getting pulped by a piston, you head for the rooftop.

DARKMAN'S DARK DEEDS

Jumping over rooftops is particularly tedious, not only because of the slow sprites, but also because it is genuinely boring.

The helicopter flying above you drops wimpy little bombs which send you reeling, and to fall down the sides of the building is quite an anticlimax. No splat, splash or horrendous impact.

The baddies then discover your lab, so you've got to destroy it.

Level one is set in Chinatown, and is a bog standard beat'em to hell game. Punching and kicking, you stop Durant the gangster and steal his illicit drug money.



Leaping across town from rooftop to rooftop. Cats don't have so much trouble though, as they don't have to put up with helicopters and bombs.

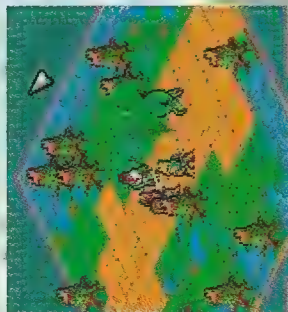
SHADOW SORCERER

Rescuing prisoners in role-playing games is often the major task. Once you've freed them it is cause for celebration and game over.

Not so in this game. You start the game having just rescued some refugees. But no beer for you, you've got to escape from the slightly miffed Draconians.

Running away with the 500 refugees isn't simply a case of avoiding both the Draconian armies and chance encounters with a wide range of nasty beasts on the way.

The trick is to keep the



Battling away with an all smelly, swampy green dragon. You're going to win... I don't think. They're pretty tough cookies, and their halitosis may wipe away a character or two

ungrateful minions moving, supply them with food and also to find safe havens for your refugees.

Scouting ahead with a small party comes in useful to help you unravel the wide and wonderful world, discovering ancient monuments, mystical hidden places... you know, the usual stuff.

The refugees are usually happy enough to tag on behind you, but if you order them to go somewhere safe for a while, there will be a council meeting to discuss the various merits of this.

They should do as you tell them, but you'll find that this is a bunch of people who can only be described as plodding.

In no time whatsoever, you will be forced into a battle. It's useful to check out your characters' attributes first, notice their weapon skills and spell casting ability, if any. Plan their reactions and formation,

and then leap into the melee. The fighting sequences take quite a while to get to grips with, but once you understand the basic character controls it is quite ingenious.

Option window allows your group to gather together, to be healed and includes the usual Save/Load facilities

Characters' faces are depicted in the four windows. The one being controlled at the moment is surrounded by a black and white border. Click to check their health status and characteristics

This is the inventory icon, a click on this will display the items carried by the individual

The party describes who is with you at the moment, together with the chance to regroup others

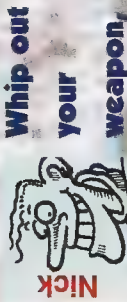


Refugees tells you the sad state of your followers; how many you've let die

The top layer is the weapon selection. The first is for close quarters combat, the second is for ranged weapons such as bows and the latter is spell casting

The middle layer can allow you to look around, pick up items and also to chat to people

The bottom layer of the window represents movement. The one with the barrier round it encourages everyone to follow whoever initiated the command



Whip out your weapon,

fry that goolie, go on a mad rampage through another country. Surely it's another dungeons and dragons homicidal axe wielding game



Here's the motley collection of characters to choose from. They all look special to me, God bless 'em. They've all got individual characteristics, from mages to thieves, fighters to priests - and a scattering of each will improve your chances no end



Early in the game, most of the mappable area is a dull grey. But the more you search around, a brilliant technicolour patchwork appears of various features



FACT FILE

Software House: US Gold
Development Team: Clipper Software
Programmer: Graham Lilley
Graphic Artists: Kevin Bulmer, ARC Developments

Overall, Shadow Sorcerer is quite impressive for a game of this type. Maybe it is smaller in scope than most role-playing epics, but it is visually appealing and both playable and very colourful.

Graphically, Shadow Sorcerer is pretty. With a populous looking battle screen, and a full colour map. The character movement is quick and extremely smooth, except on the map screen where there is a slight delay.

As a role-playing game it is a decidedly simple hack 'n' slash affair. Hardened fans of role-playing may be found wanting for that little bit extra.

There are a lot of games a lot worse than Shadow Sorcerer. It may be simpler than the other games, but it has so much more graphic appeal. As a bonus the first 10,000 copies each have a £3.99 TSR paperback novel.

X-RATING: XXXXX

Gameplay: 15/20
Lastability: 12/20
Presentation: 17/20

RELEASE INFO
Amiga £27.99 Sept
IBM PC £30.99 Sept



FACT FILE

Software House: Millennium
Programmers: Steve Grand, Ian Saunter
Graphic Artists: Steve Grand, Rob Chapman, Paul Dobson
Sounds: Richard Joseph

If this was a film review it would be a report on a pretty but slow moving epic, viewed on a three inch screen.

Like a film, if you leave it alone, the game will continue and you can sit back and watch Robin launch himself into glorious action.

Fans of Flynn and Costner may find Robin's movements disappointing, unless you can stand to watch him sitting about complaining as well as shooting arrows and robbing people.

Graphically Robin is appealing but very slow, the movement is jerky and the scrolling is far from slick. Too much space seems wasted in the gameplay area so you have to stop and check what's coming with a special key.

However, despite the slug-like speed of the graphics and responses, Robin Hood is darned addictive and extremely enjoyable to play.

X-RATING: XXXX

Gameplay: 12/20
Lastability: 13/20
Presentation: 15/20

RELEASE INFO
IBM PC £30.99 Sept
Amiga £95.99 Sept
Atari ST £95.99 Oct

ROBIN HOOD

Are you a fan of Robin Hood? Well, you can play Robin Hood and go around robbing, killing, and saving the world. It's a game of course, the best way to get some fun from a game is to play it. And more fun than any other game in the world.



for too long, Robin comes up with a brilliant plan to steal from the rich (and give some to the poor), to take his revenge on the Sheriff and all his cronies.

LOST IN THE WOODS

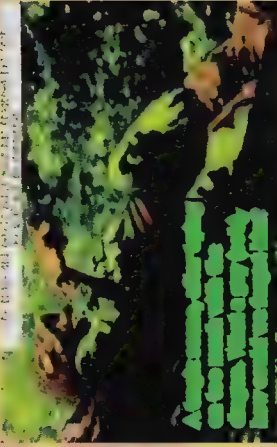
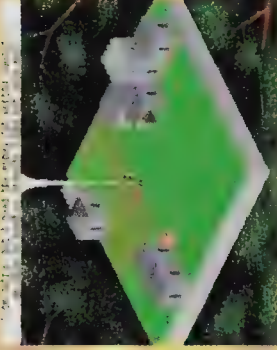
Holding up merchants and other rich types, Robin uses more than the usual fourteenth century lingo. Turtle-esque 'dudes' and Turpin-ish 'give me your money, dead or alive', are included among the varied, witty commands and replies.

It's not long before Robin becomes besotted with the lovely Marion, and after many illicit

naturally our Robin believed in the redistribution of wealth - robbing the rich to give to the poor. Or did he?

You can redress the balance in this game by robbing the rich to keep to yourself. Robin never became a cult figure that way though, so odds are against you completing the game.

Robin of Loxley has been kicked out of his castle by order of the Sheriff of Nottingham. Disgusted at the way both the locals and his friends desert him, he has to leave and sulk in a corner. However, instead of whinging



meetings, the affair gets remarkably slushy, progressing from a blush to a full blown snog, hearts 'n' all. With love in full flower, you go forth and recruit your merry men.

Initially, you enlist that chunky churchman Friar Tuck, and Will Scarlett.

As you progress further into the game, you can keep an eye on how well you are doing in the general health and well-being departments, as well as how your virtues are bearing up. Discover how popular you are and just how smug and confident you are feeling.

HUMAN FLAME-THROWER?

The control is via simple keyboard movement, or by selecting specific icons. Special-use icons increase as you progress through the game.

You can gain a horn to call the merry men and a ring to see how others view you, through to the ability to breathe fire...

As you can imagine, the game deviates from traditional folklore in a number of ways, from having a pitiful dragon, to Maid Marion being the Sheriff's daughter.

In fact, I'm pretty sure the



game was designed before the Robin Hood explosion, because little of it follows the legend. Robin Hood looks remarkably like Populous, with its tiny playing area and eye-aching, small graphics, wasting lots of the available screen space. Yes, it looks nice, but it can be too wasteful. The area is more village sized than a full-blown forest, but at this speed, it is more than enough.

DIABOLICAL DEALS WITH DASTARDLY DRAGONS

With a simple keyboard movement, or by selecting specific icons, you can progress through the game. You can gain a horn to call the merry men and a ring to see how others view you, through to the ability to breathe fire...

As you can imagine, the game deviates from traditional folklore in a number of ways, from having a pitiful dragon, to Maid Marion being the Sheriff's daughter. In fact, I'm pretty sure the

GAIN ACCESS TO ALL THE LATEST INFO ON YOUR FORMAT

Thunderhawk Atari ST

First Reviewd: Issue 17
Software House: CORE
Development Team: CORE
Programmer: Mark Avory

Graphic Artists: Jason Gee, Simon Phipps

A total of 60 different missions, loads of military hardware, and big flying things that make a very loud noise, that's what Thunderhawk is all about!

This latest release from Core Design puts you in charge of a whopping great powerful 'copter that spews death and destruction from its every orifice.



While the Amiga version was very impressive graphically, it has to be said that the ST version is even smoother and faster, making this possibly the best combat sim since Falcon!



It is immensely playable and very impressive. It's nice to see an ST version that improves on the Amiga original.

X-RATING: XXXXX

Gameplay: 16/20
Lastability: 16/20
Presentation: 18/20

Silent Service 2 Amiga

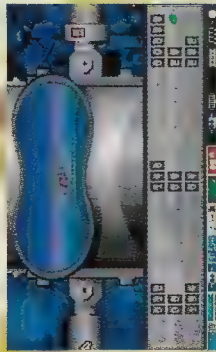
Software House: Microprose
Development Team: MPS Labs
Programmer: Roy Gibson
Graphic Artist: Kim Biscoe
Sound: Ken Legate, Jim McConkey

After the huge success of the original, Microprose has attempted to improve the ageing U-boat game using the latest in digitised graphics.



Unlike the PC VGA version, the Amiga only uses a 32 colour palette. The game is mouse controlled although the keyboard is used to operate the majority of features.

The sound is excellent, comprising of numerous spot effects and sampled speech at key points during the game.



Silent Service 2 is a worthy sequel to the original, and is in my opinion one of the best sub sims available on the Amiga to date.

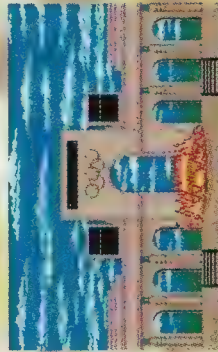
X-RATING: XXXXX

Gameplay: 15/20
Lastability: 15/20
Presentation: 16/20

International Championship Athletics Atari ST

First Reviewed: Issue 16
Software House: Hawk
Development Team: Golden Sector
Programmer: Simon Bradbury
Graphic Artist: Steve Redpath
Sound: Chris Denman

All the events in Hawk's Athletics are drawn sprites and a really annoying tune accompanies the gameplay.



What really lowers the lasting appeal however, is the long distance running events where it takes absolutely ages to get anywhere.



Some of the events on the other hand do require some skill and are quite fun until you master them - after about two attempts! This is unfortunate considering the amount of events used!

X-RATING: X

Gameplay: 9/20
Lastability: 6/20
Presentation: 7/20

Railroad Tycoon Atari ST

Software House: Microprose
Development Team: MPS Labs

Ever fancied yourself as a bit of a Railway contractor? Well now you can be with Microprose's latest. GX's Scoop Clarkson has played this to death on every available format and will undoubtedly do the same on the ST version.



The basic idea of the game is to build a train track. No, not like those Hornby sets you had as a child, this is an extremely realistic game.



Strategy fans will lap this up as quickly as possible for its absorbing gameplay and long term lasting appeal. Graphically the game is adequate but certainly doesn't break new grounds on the ST. A very interesting little game which is well worth the money.

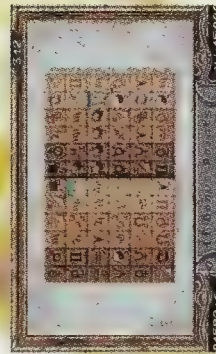
X-RATING: XXXXX

Gameplay: 15/20
Lastability: 14/20
Presentation: 15/20

Sarakon Atari ST

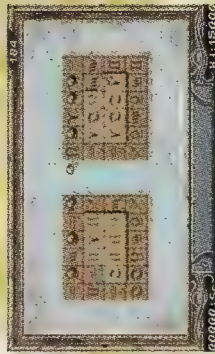
First Reviewed: Issue 17
Software House: Virgin
Development Team: Starbyte Software
Graphic Design: Khartomb

Software houses have been producing Mah Jong style games for ages now, and Virgin has released a corking version of the old favourite.



Flipping addictive and frustrating, you'll be head-butting the screen in no time, flicking over stones with different shapes and runes carved on them to make them disappear.

One false move and you may be landed with no available moves, then you're in a real mess.



Graphics are slightly smaller than the Amiga version, although they look much crisper. The sound, if anything, is better than the Amiga, but it's still of a basic nature to suit the game.

X-RATING: XXXX

Gameplay: 13/20
Lastability: 15/20
Presentation: 13/20





ACTIVISION



SPIDER-MAN

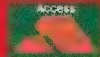
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- A075.....Probe sequence. Been on TV!
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- U070.....D-copy backs-up protected disks (most)
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- U099.....ABPD utility disk. 30+ utils
- U105.....Messy DOS. Transfer PC files
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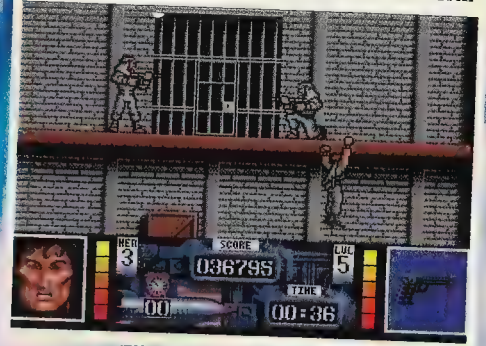


Not many cheats have come in this week. What are you all doing? I haven't even had a letter from Alison Morgan for ages!

For those of you who have sent things in the past, I can assure you that our T-shirts are now just about ready! Try and find something really original and you'll get a suitable reward. Send your cheats to **Tip-X, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.**

NAVY SEALS - OCEAN

Last week, I gave you what I thought to be the universal cheat for this popular platform game. However, due to an oversight, I did not try out the ST version to see if it worked. All you ST owners typing in WOZZI have been missing out a letter from the end to get the infinite credits! If you put an 'E' on the end you should find that the cheat will work.



KILLING CLOUD - IMAGEWORKS



OK, I've given you all 10 level codes in the past. Now, thanks to my superior knowledge and insight into the games world, I can reveal a proper cheat for this incredibly decent offering.

When you're asked for the password to move onto the next levels, type in '1 KILLING'. Dead simple that, eh? This will reward you with oodles of PUPs and lots of nets. That should make things easier!

BEACH VOLLEY - OCEAN



Having just come out on the Hit Squad budget label, Beach Volley is bound to sell a few more copies.

For those of you having trouble playing the computer-controlled team, try typing in DADDYBRACEY. The screen should flash and if you press F1 when the ball is in play, you'll win the game.

BURAI FIGHTER DELUXE - NINTENDO GAME BOY!

Game Boy level codes are beginning to slow down a bit at the moment. Good grief, you haven't all given up have you? Come on, I know you're all feverishly playing with your hand helds trying to get a stage or two further aren't you? Anyway, Lawrence Ho from Bath has kindly sent in a bunch of codes for Burai Fighter Deluxe!

Eagle:
Stage 2: HGKM
Stage 3: CPGF
Stage 4: JJCM
Stage 5: DKLF

Ace:
Stage 2: GBHL
Stage 3: MHCB
Stage 4: CDMN
Stage 5: KDPG

Albatross:
Stage 2: HGNC
Stage 3: BMHB
Stage 4: DGBF
Stage 5: JGJH

Ultimate:
Stage 1: GDPC
Stage 2: LMCJ
Stage 3: CCHL
Stage 4: HFKP
Stage 5: BNGN

PRINCE OF PERSIA - DOMARK

Nice to see a few PC cheats coming in! This one's for the Prince of Persia. If you load the game as PRINCE MEGAHIT, you can then skip levels using SHIFT L.

To get 10 lives, press SHIFT T. If you fall off a platform, SHIFT W will let you float for a while! Thanks to David Strong from London for that one - cheers!

SUPER MARIO BROS - NINTENDO GAME BOY!

David Burdell from Kent says that if you hold down button A and Start together whenever you die, you will always return to that point. I haven't had a chance to try it out but young Davey boy swears that it works. Try it, but don't get at me if your luck's out!

CHUCK ROCK - CORE



Is there no end to the cheats for Chuck Rock? We've given you most of them before, but a few extras have come to our attention. The following codes, if entered on the band screen, will provide you with infinite energy.

FAST AINT THE WORD, ITS FAIRY COWBELZ, SHE LOVES CLEANING WINDOWS, LIFE IS MY DREAM. All of these will work in conjunction with another cheat, such as MORTIMER, to select levels, as long as the energy cheat is entered in first.



IMPORTANT NOTICE TO THE PUBLIC

It is with regret that the Consumer Side of the European Computer Entertainment Show at Earl's Court 6th - 8th September HAS NOW BEEN CANCELLED. It will not be possible for Members of the public to gain entry to Earl's Court on the above dates.

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For all of the fans of the sticky fingered marvel Spiderman having to complete one screen and then return to another to adjust the switches just milks frustration. So, here are some handy hints to keep the man in red swinging through the particularly tricky stage half-way through the game.



Simply scamper over the roof to evade the mummy. To simplify things, use the lift at the far side and find the button to switch on the electricity and fry the bad guy.

Gravity upsets your balance, so be careful when pressing the switches. Prepare yourself with a firm grip on the walls or attach a strong web

Clapperboard screens have a rejuvenating solution. Remember the whereabouts for restoring Spidey to his full strength, and also for some swinging practise

Quick manoeuvres to avoid the force field are required to complete this level. Press the hidden button first, then dash through the gaps, pushing each button as you escape

This may not be here. If you haven't pressed all the buttons in this section you could find yourself in a timeless void. If so, you'll have to go right through this map three times to get to the lift shaft screen which is a simple cling-on job

After cutting off the water stream, nimble dexterity is required to escape. You need to aim your webs, cling on to the side, leap upwards, spin another web, and land on the ceiling. It may take quite a while to master this, but it's all good practise

The cardboard city part is pretty tedious because you have to visit it time and time again. Firstly, lower the bridge to kill off King Kong. Raise it and clamber over the roof. Jump down and climb back up to lower the bridge again. Run under the central tower and climb back up again, running over the bridge to fire a web at the switch. Leap through the opened skylight, and back... Yes, it is somewhat repetitive

As you crawl around the drain, you'll soon discover you're in deep slime. You can't cling on, and you don't want to paddle in the sewer. Keep jumping, clinging and webbing, and you'll emerge for the most devilish part. When you return, the rats in the corners need zapping, and frequent leaps to the roof are required to avoid being nibbled, leaving you free to reach the two hidden switches

GENERAL TIPS FOR SWINGING SPIDERMAN

- 1 Always study each screen thoroughly, looking for hidden switches, exits, monsters and the type of wall. It may seem trivial, but if you want to survive and progress, you've got to do it
- 2 Practise your swing. Even if your mode of escape is temporarily blocked, you can do a lot worse than aim a web randomly. It will hold you for a short time while you make a snap decision as to whether to run for it, aim a web to safety, or stand your ground and fight
- 3 Mysterio has set up areas of strange gravity which could suck you away from your intended target. The only possible way to avoid this is to fire well aimed webs at attachable surfaces and grab the limited amount of space available
- 4 Facing robots or other bizarre baddies often requires good strategic planning. Stun them with a well placed web or, if you're stuck in a tunnel, ensure the nasties are at one end while you shelter on a secure patch of roof
- 5 Make a map. You'll often find yourself transported back to an earlier area and the trick is to dash back to your present place. However, check all the exits - they too may emerge somewhere new...

The great Drain Robbery screen is perhaps the hardest to get to grips with. Sewerage levels are tough on our hero. The liquid drains his strength, leaving a mere skeleton, instead of a crusader clad in red tights.

Click on the hidden button, then crawl underneath the barrier and drop down onto the boulder

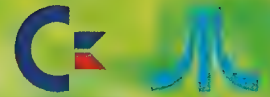
On the boulder, aim a web at the hidden switch, directly overhead. To click on the red switch, you have to be quick. Leap to the left of the boulder and aim above left. Next, leap back onto the boulder and zap the hidden switch. Jump left again while firing at the bridge. You can then climb up and leap back onto the roof

Leap off the raft and cling to the wall at the other bank. As soon as the raft presses the button, dive right and use your web to edge up the shaft. Spidey needs to be upright to reach the awkwardly positioned switch

Clamber back to the returning raft, and then go and make yourself a well earned cuppa

On your downward fall, shoot a web to the left against the winch chain. Land on the raft before spinning a web directly at the winch between the chains

I reckon the oldies are still the best, and this game is a complete corker. Pure blasting, jumping, tortuous action, something which everyone should enjoy. Here are the very useful in-game maps for the first four levels...

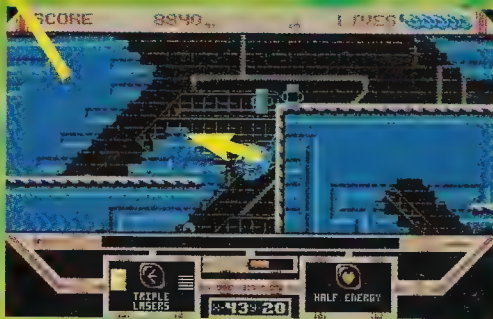


LEVEL 1.1

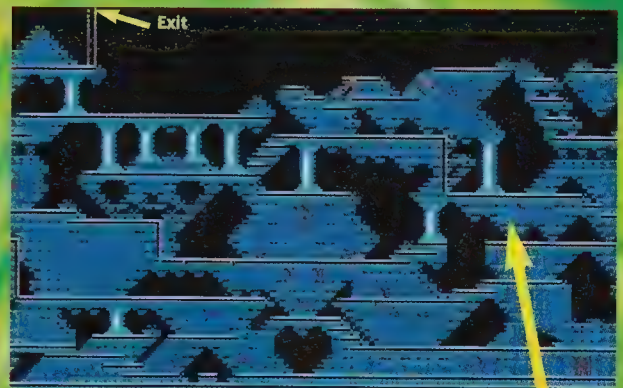


This one is pretty bog standard stuff. If you can't do it, you may as well give up! Not many aliens, plenty of decent weapons for you to collect and a mighty

massacre is on the cards! Just try to remember the correct route to the end. Hint: jump left where the above screen shot indicates. Remember Kiddies, not all levels are going to be this simple and therefore I'm not going to say anything else about it, so there

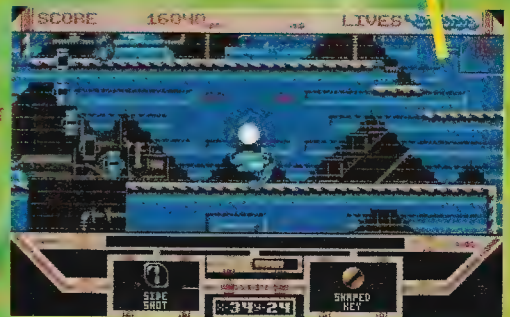


LEVEL 1.2



Memorise the whereabouts of each key or you'll have no chance of progressing further. Remember that the levels actually wrap around and you can continue

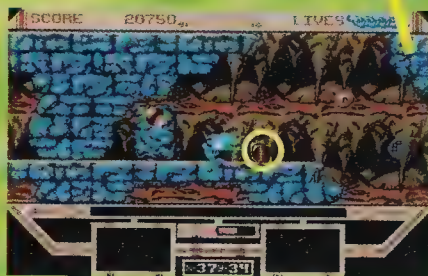
going in the same direction. The water rises at quite a pace, so there is no time for hesitation. Later on, mines can be wiped out by firing the wide shot weapon while you are in the ducking position



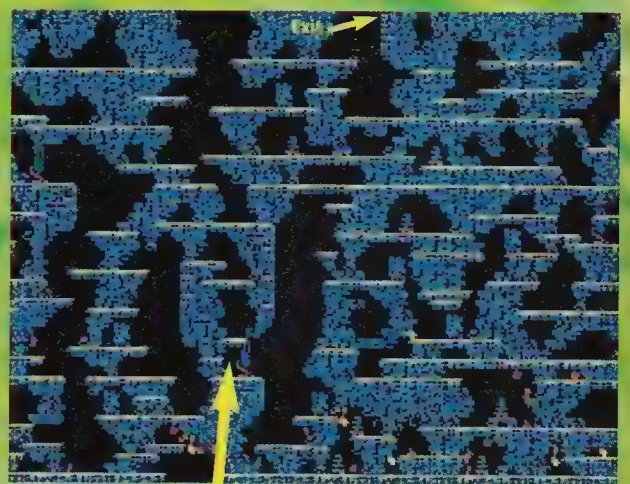
LEVEL 2.1



You need to be very quick at this point. The water will rise at an immense rate and overall, the stage will seem impossible. However, if you have Amiga Action's demo then this will be no hassle, only now the Red Herring (see right) is just that! There isn't a specific route to the end so run around as you please



LEVEL 2.2



This level is not actually as complicated as it looks. Not all the diamonds have to be collected so don't go for them. The water is the only major threat here, as the rest of the level is fairly simple. Just remember that right at the start there is a jump where you will need to be pixel perfect to manage it (see inset)



LEVEL 3.1



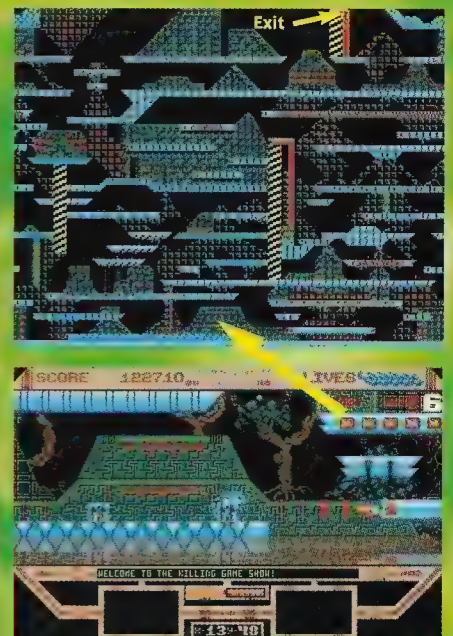
Here we have the introduction of the switches. These perform the same task as using the keys, namely making things appear and disappear. Watch out for weak floors that will crumble under your feet and remember there is only one route to the top. Water freezers are very useful here

LEVEL 3.2



The hardest bit of this stage is at the very start (see detail). If you run right and shoot the switch you'll be blocked in. So run left, shoot that switch, then run back and shoot the first. Things should be pretty simple from then on. Hint: use the water freezer at the beginning to get a head start

LEVEL 4.1



Watch out for such hazards as greasy poles and electricity bolts. The greasy pole will cause you to slide back down again, while the electricity bolts will kill you if they are touched. Switches are used in a much more complicated way than in the previous level

LEVEL 4.2



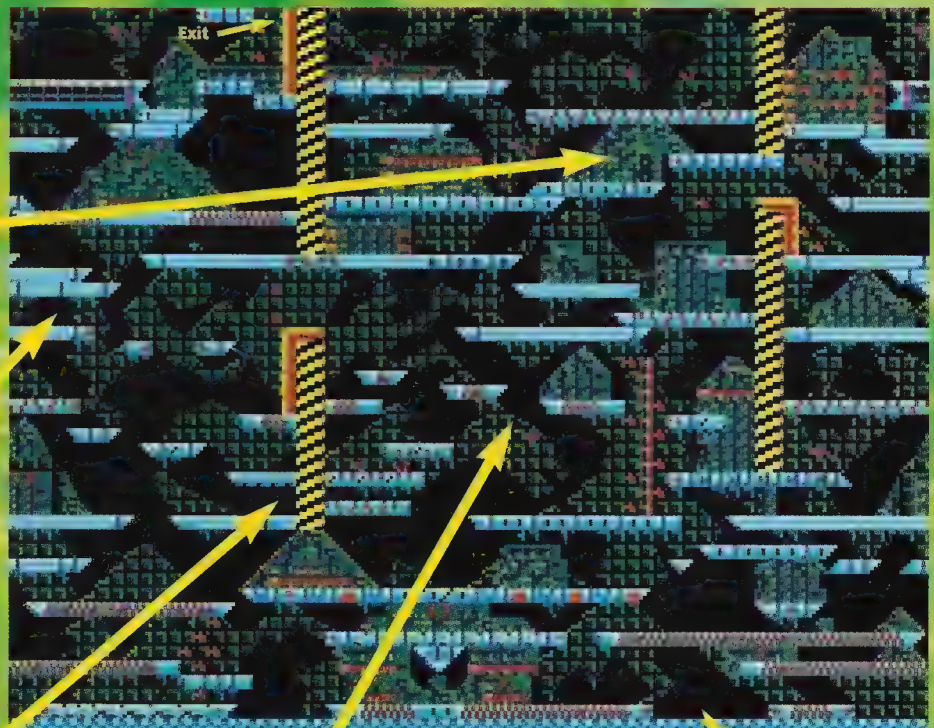
Another combination lock stands between you and victory. I'm not telling you what it is but I remind you not to forget the letter behind it



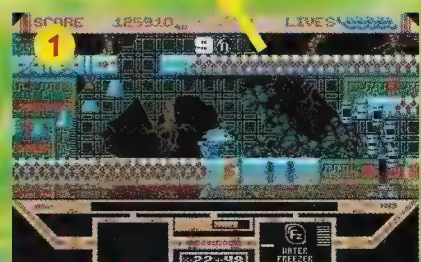
When you use the key here it will appear to do nothing, but when you attempt to warp without it you'll have a nasty shock - it won't work!



When you try to collect the letter, don't be facing the switches. If you are, when you use the collector the top switch will be activated



A long, disappearing platform stretches across this gap. You have to be quick when running along and jumping off it at the end



These platforms disappear and reappear alternatively, so you'll have to time the jumps across them which is actually quite easy

G A L L E R Y U P D A T E

A high percentage of Amstrad owners must also own Game Boys judging by this week's chart. *Tetris*, from Mirrorsoft, despite its age, is a cracking game and Anco's *Kick Off 2*, also with a reappearance at number eight, is another.

My sanity has been terminated, I am no longer a calm, sensitive person (were you ever? - Ed). Why have I gone like this, you ask yourself? *Turtles*, I hate them! Little, green, martial arts fanatics with Californian dialects and silly names. What's the attraction? (Calm down Bri! - Ed.) Sorry, my brain left my head for a second there! (What, for only one second? - Dr X.)

The Amiga chart hardly ever changes with only a



few new entries and a reshuffle week after week. This looks set to change, however, with releases such as *Final Fight*, *Whirlwind Snooker* and *Magic Pockets*



looming on the horizon. It would seem that we're in for an exceptionally good autumn!

Gremlin's second, recent driving simulation,

1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	EYE OF THE BEHOLDER House: US GOLD Team: SSI
3	▼	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
4	▼	MONKEY ISLAND House: LUCASFILM Team: IN HOUSE
5	◆	PGA TOUR GOLF House: ELECTRONIC ARTS Team: LEE ACTOR
6	★	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
7	▼	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
8	★	ARMOUR-GEDDON House: PSYGNOSIS Team: P HUNTER AND E SCIO
9	◆	GODS House: RENEGADE Team: BITMAP BROTHERS
10	◆	WINNING TACTICS House: ANCO Team: DINO DINI

1	▲	MIDWINTER 2 House: RAINBIRD Team: MIKE SINGLETON
2	▲	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
3	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
4	★	GODS House: RENEGADE Team: BITMAP BROTHERS
5	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
6	★	VIRTUAL REALITY 1 House: ELITE Team: VARIOUS
7	▼	ROBIN SMITH'S CRICKET House: CHALLENGE Team: ASTROS PRODUCTIONS
8	▲	F15 STRIKE EAGLE 2 House: MICROPROSE Team: MPS LABS
9	▼	HEROQUEST House: GREMLIN Team: 221B
10	★	SIM CITY/POPULUS House: INFOGRADES Team: VARIOUS

1	▲	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	CREATURES House: THALAMUS Team: APEX BROTHERS
3	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
4	▼	HEROQUEST House: GREMLIN Team: 221B
5	▲	BIG BOX House: BEAU JOLLY Team: VARIOUS
6	◆	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE
7	▼	SUPREMACY House: VIRGIN Team: PROBE
8	▼	SUPER MONACO GP House: US GOLD Team: ZZKJ
9	★	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
10	★	LAST NINJA 3 House: SYSTEM 3 Team: IN HOUSE

1	▲	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
2	▼	HEROQUEST House: GREMLIN Team: 221B
3	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
4	▲	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
5	★	TOYOTA CELICA GT RALLY House: GREMLIN Team: FUNGUS THE BOGEYMAN
6	★	BIG BOX House: BEAU JOLLY Team: VARIOUS
7	▼	F16 COMBAT PILOT House: DIGITAL ITEGRATION Team: DI
8	★	SUPER MONACO GP House: US GOLD Team: ZZKJ
9	★	ROBOCOP 2 House: OCEAN Team: SPECIAL FX
10	★	MULTI PLAYER SOCCER MANAGER House: D&H GAMES Team: IN HOUSE

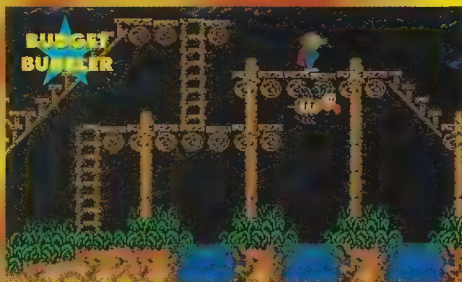
re charts exclusively from Gallup

H A R T S

Toyota Rally, smashes into the Spectrum chart this week (expect a review next week!), proving that 16-bit classics can easily be handled by the lowly 8-bit machines. Roll on Team Suzuki!

After one week's absence CDS's tenth classic chess game in the **Colossus** series storms back to the number one spot on the PC chart, knocking **Sim Earth** for six. Ocean's lovely **F29** makes an appearance at number five. Not a great flight sim but good all the same and well worth a look!

Midwinter 2 takes the ST top spot for the third time in six weeks of being in the chart, while down below not much else has happened, as per usual. Elite's **Virtual Reality** compilation has broken the



monotony by entering at number six. This is a collection of vector graphics games, including the great **Stunt Car Racer** from MicroStyle.

TEAM TALK

Nick 'Scoop' Clarkson is really getting a swollen head this week as he is right on the brink of success with Deuterios from Activision, thanks to getting help from the programmer Ian Bird! The cheating toe rag! Alex's Depeche Mode fetish is getting unbelievably out of hand. He is currently hunting for two box sets of CDs for the tidy sum of only £250. (We're obviously paying him too much! - Ed.)

Pam is about to embark on a really dangerous living arrangement. She will be sharing a house with John and his girlfriend. All in the office are confused as to who to feel the most sorry for (watch it - Pam). Just don't play that moshier music too loud, eh, John!



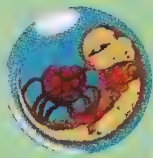
1	◆	MANCHESTER UNITED EUROPE House: KRISALIS Team: P HARRAP
2	▲	RAINBOW COLLECTION House: OCEAN Team: VARIOUS
3	▲	VIZ House: VIRGIN Team: PROBE
4	▼	DIZZY COLLECTION House: CODEMASTERS Team: OLIVER TWINS
5	▼	TEENAGE MUTANT HERO TURTLES House: IMAGEWORKS Team: PROBE
6	★	SUPER MONACO GP House: US GOLD Team: ZZKJ
7	▼	HEROQUEST House: GREMLIN Team: 221B
8	★	TETRIS House: MIRRORSOFT Team: IN HOUSE
9	▼	BIG BOX House: BEAU JOLLY Team: VARIOUS
10	★	KICK OFF 2 House: ANCO Team: DINO DINI

1	★	COLOSSUS CHESS X House: CDS Team: IN HOUSE
2	★	LINKS House: US GOLD Team: SSI
3	◆	DAILY DOUBLE House: CDS Team: IN HOUSE
4	◆	JETFIGHTER 2 House: US GOLD Team: BOB DINNEMAN
5	★	F29 RETALIATOR House: OCEAN Team: MARTIN KENWRIGHT
6	★	FUN SCHOOL 3 (5-7) House: EUROPRESS SOFTWARE Team: IN HOUSE
7	▼	LEMMINGS House: PSYGNOSIS Team: DMA DESIGN
8	★	FUN SCHOOL 3 (UNDER 5) House: EUROPRESS SOFTWARE Team: IN HOUSE
9	▼	CASTLES House: ELECTRONIC ARTS Team: INTERPLAY
10	▼	WING COMMANDER House: MINDSCAPE Team: ORIGIN

1	◆	SHINOBI House: MASTERTRONIC Team: BINARY DESIGN
2	◆	BUBBLE BOBBLE House: HIT SQUAD Team: SOFTWARE CREATIONS
3	◆	MAGIC LAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
4	◆	DOUBLE DRAGON House: MASTERTRONIC Team: BINARY DESIGN
5	▲	QUATTRO CARTOON House: CODEMASTERS Team: VARIOUS
6	★	RENEGADE 3 House: HIT SQUAD Team: IMAGINE
7	▲	THE UNTOUCHABLES House: HIT SQUAD Team: SPECIAL FX
8	▼	DRAGON NINJA House: HIT SQUAD Team: OCEAN FRANCE
9	★	TREASURE ISLAND DIZZY House: CODEMASTERS Team: OLIVER TWINS
10	▲	MULTIMIXX 1 GOLF House: KIXX Team: ACCESS
11	▲	DIZZY PANIC House: CODEMASTERS Team: OLIVER TWINS
12	▼	FANTASY WORLD DIZZY House: CODEMASTERS Team: OLIVER TWINS
13	▼	PROFESSIONAL FOOTBALLER House: D&H GAMES Team: IN HOUSE
14	▼	THE GAMES - SUMMER EDITION House: KIXX Team: EPYX
15	★	CAVEMANIA House: ATLANTIS Team: IN HOUSE

- ★ New Entry
- ▲ Climber
- ◆ Non mover
- ▼ Faller
- ★ Re-Entry

All Games-X charts are compiled by Gallup Ltd, and are copyright of European Leisure Software Publishers Association.



ARCADE EXTRAVAGANZA



Super League is just one of the exciting game options on Sega's Megatech multi-choice system

Following on from last week's piece on Nintendo's multi-game system Playchoice, here is a little insight into its rivals for this lucrative segment of the video game market.

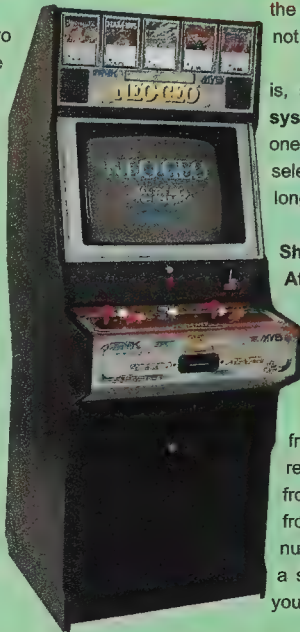
The two competitors to Nintendo are companies also well placed in the manufacture of home computer games. Making the biggest impact is **Neo-Geo from SNK**. This multi-game system, now about one year old, has stolen a good portion of the American and UK markets and is already a dominant force in Japan.

For the UK, Neo-Geo comes in two versions, one specifically for the arcade market, the other for single sites. The arcade cabinet offers one or two players a choice from six game titles, although the entire SNK library now stands at about 20.

The latest additions to the range, **Sengoku**, **King Of The Monsters** and **Ghost Pilot** are all chart topping software titles in the USA and are eagerly awaited in the UK.

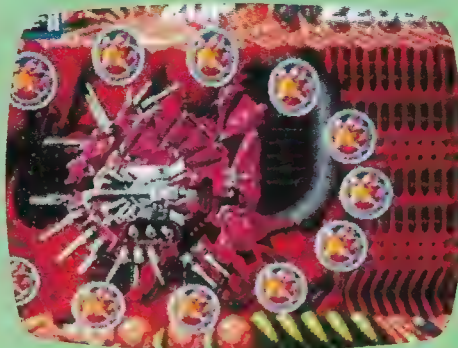
Major hits on the system in the UK include **Top Players Golf**, which has caught onto the boom in golfing video games, and more surprisingly, **Baseball Stars**.

Although not a British sport, baseball on video has become a prominent addition across arcades in the UK, and has been one of the most popular offerings on Neo-Geo so far.



One of the advantages in Neo-Geo are the graphics. A 16-bit microprocessor combined with games that are specifically designed for the system, rather than being adaptations from home computer games, means the player is getting a choice of quality games in one cabinet. So far it has proved a winner.

Something else with Neo-Geo that may take off in the future is its memory card application which allows the player to save the game he or she is playing onto a card, should they have to leave. On returning the game may be picked up from



The big bristly Lion Fish is just one of the vicious meanies you'll be up against in Taito's Sagaia

the same point. Great in Japan but so far not adopted by UK players.

The other name in multi-system video is, surprise surprise, Sega. Its **Megatech system** also uses 16-bit graphics and offers one or two players a choice of eight games, selected from a catalogue of Sega titles as long as your arm.

These include some classics such as **Shinobi**, **Tetris**, **Super Hang On** and **After-Burner** which have already proved hits in arcades in previous years. All great games in their own right and extending their popularity in Megatech format.

On the more standard video game front there are a couple of recommendations to look out for. **Ataxx** from Leland has made an appearance from the USA although not in great numbers. For one or two players, Ataxx is a strategy game that will put a strain on your brain. The object is to move your



The Angler Fish from Taito's Sagaia

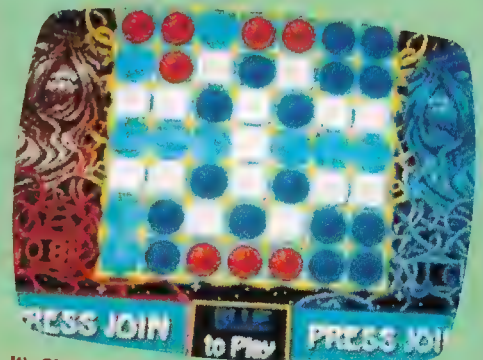
globs into a position where you can capture your opponents globs.

Bear in mind however, that while you are looking to outwit them, your opponent is doing exactly the same to you, so watch your back! The one with the most globs at the end of the stage is the winner. Ataxx also has several levels of gameplay, so if you conquer one there is an even tougher stage around the corner. A compulsive test that is worth hunting out if you fancy your chances as a strategist.

Sagaia from Taito, on the other hand, is a mind-blowing conundrum of colour and sound effects in an exciting, scrolling, inter-galactic war game for fans of the shoot'em-up style of video. After successfully bombing a huge battleship, players receive the option of their next course. Your fate hangs on your selection!

Different zones hold different enemies, each with their own powers. Starting at the Sun Zone the player confronts the Lion Fish and attack should centre on its known weak point, the inside of its mouth. From there the player battles against the Angler and Balloon fish, the Moray Eel and the Angel Fish amongst others.

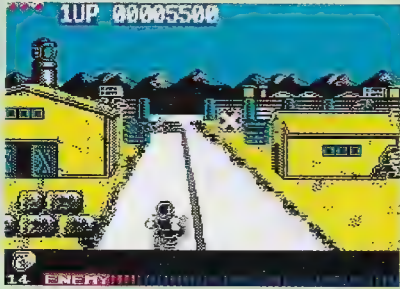
The final stage is the Jupiter Zone which holds three different enemies. Are you good enough to progress this far?



It's Glob City in Leland's Ataxx, a mind-bending game of skill and strategy

CABAL
HIT SQUAD £3.99 OUT NOW

For those sadists among us, here is a little beauty of an arcade blast. The basic plot is very thin; all you have to do is shoot the living daylight out



of everything on screen. (Beautifully put Bri! - Ed.) Controlling one or two men, you must fight your way through five levels, each consisting of four stages and an end-of-level large beastie.

Graphically, the game is excellent,

using colours to the full. Animation is fairly jerky but very fast, and the game is as close to the arcade version as you could hope to get on a Spectrum.

Sound effects too are of a high quality on the 128K with numerous machine-gun blasts and explosions.

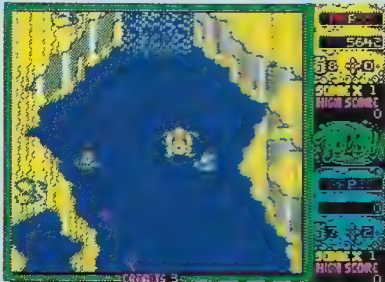
Overall, this is a very good game and a steal at £4.00. I fully recommend you take a break from tanning your puny white bodies down on the beach and buy this.

As you well know, there's nothing like a bit of mindless violence and mayhem to brighten up the summer!

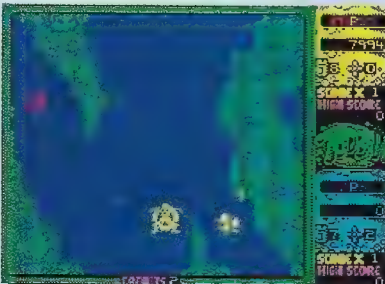
X-RATING: XXXX

TOOBIN'
HIT SQUAD £3.99 OUT NOW

Forget 'Surf's up laddie!' It's time to burn rubber on water! Take the role of a Californian party dude as he attempts to race down river to a beach party, with nothing between him and the neutral liquid but a tyre inner tube!



You can adopt the role of either Bif or Jet as you cruise down screen, encountering many obstacles along the way, many of which will puncture your precious transport. There are also gates through which you can go to gain bonus points.



The Spectrum version has a keyboard control option, lacking in the 16-bit versions, which makes the game much more playable to fans of the arcade machine.

The graphics are fairly pictorial with different coloured monochrome sections on the screen and although there is a little colour clash it doesn't stop the game from being enjoyable.

Owners of 128K machines get a really excellent tune which will make you jump up and bob. So be warned!

X-RATING: XXXX

Once more onto the beach, dear friends, clutching your copy of Games-X. Speccy owners can dream of the lovely products there are to purchase...

Bit Fighter, Namco's already classic arcade beat'em-up, will be winding its way from Domark to Spectrum near to you very soon.

Those who have seen the arcade original will

know that there is no hope of getting the graphics absolutely right as it contains lots of digital sprites fighting it out in the ring.

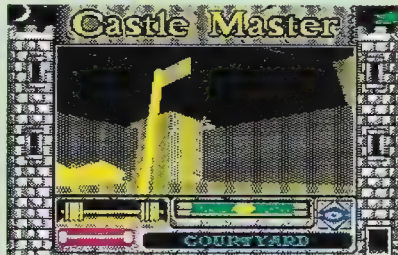
How this will ever be achieved on the Spectrum is beyond me, and only in December will you be able to find out for yourself.

Bubble Bobble is one of the all-time favourite platform games, so it's hardly surprising that many have tried to copy it, both in the arcade and on computer.

The latest is Rodland from Storm, featuring unbelievably sickly cute characters. The game should be available in September, like the rest of the forthcoming products!

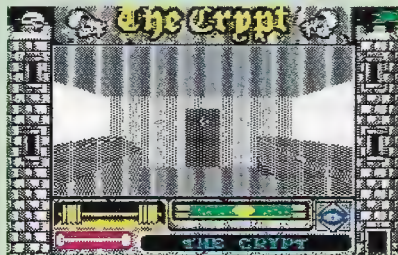
VIRTUAL WORLDS
DOMARK £14.99 (cassette only)
OUT NOW

Freescape is one of the most amazing things ever designed on the old Speccy and now Incentive, the producer, has brought together four of the greatest games using this technique.



Driller was the first game to use Freescape and in many ways it heralded a breakthrough in Spectrum technology.

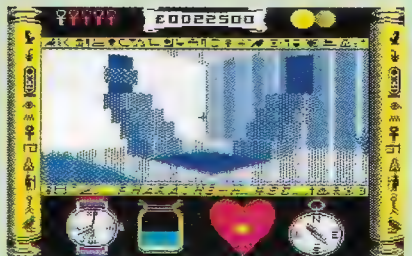
Even today it still remains a cracking game with many puzzles and tasks for you to solve and perform. The aim is to stop the gas build-up by drilling into the many sectors on one



of the moons to the planet Evath. Believe me, this is no easy task!

Total Eclipse is an adventure set in an Egyptian pyramid. As its name suggests, your role is to try and stop an eclipse of the sun, thereby saving the planet Earth. The system has been used to better effect here and the puzzles are slightly more difficult.

Castle Master is the crème de la crème of the Freescape games. Unbelievably playable, it boasts excellent graphics and puzzles that are difficult enough to last at least a few months with the average games player.



The Crypt is the previously unreleased sequel to Castle Master. Basically the gameplay and graphics are very similar, but, the puzzles are a little more difficult to solve. It took me a few games to get out of the first room!

This compilation is one of the best available on the market, and if you like hard challenges, it's definitely for you.

X-RATING: XXXXX

This week Games-X went to one of the UK's biggest theme parks, Thorpe Park. What exactly is the main attraction? Was it the new Depth Charge ride or the flying fish? We also popped along to the arcades to see what was on offer...



This week in Thorpe Park

THORPE TALK



Dave Sambrook (23) and Mark Trelvelick (25)

We've brought the wives and kids down for the day. But actually we're enjoying the day out ourselves after coming all the way from Portsmouth.

I [Dave] really like Mad Dog McCree, it's great fun. I like the idea of shooting and killing people in games. It's very lifelike indeed.

Yeah, [Mark] I agree it's a good game but a bit expensive - I never last that long - it's a bit hard.

Hannah (8) and April Jeffries (10)

Hi, we both like the teddy bear machines - they're very hard so we haven't won yet. I [April] like knocking down the people on this shooting machine - it's quite hard but it's fun.



We're staying here for three hours.

We're going on the Depth Charge and Loggers Leap soon - they look really brilliant.

I [Hannah] want to go on the Depth Charge as well. I don't care if I get wet - I'm looking forward to it.

Robert Valler (13)

At the moment I've got a Sega Master System. Well, it's not really mine - it's my sister's. I only play it when I'm bored.

I live in Chertsey, it's just down the road from Thorpe Park.

My favourite game is Chase HQ. I like driving games, it's great smashing up the cars before the time runs out.

I want to get an Atari ST soon. I've had a go on one and it's got some great games for it.



Sam Jones (15), George Wilson (14) and Anthony Williams (16)

We're going around Thorpe Park mainly to go on the rides - but we've spent a lot of time in the arcades.

Road Riot [Sam] is a great game, I really like it. I've got a Nintendo at home with quite a few games - but I don't play it much.

We [George] all come from Staines, which is just down the road. We've been here quite a few times - it gives us something to do through the holidays.

I've [Anthony] come here to go on the rides, but they're very busy, it takes a long time before you get on them.



Top 5 Arcade Games

1. The Simpsons
2. Mad Dog McCree
3. Pit Fighter
4. Turbo
5. STUN

Top 3 Rides

1. Depth Charge
2. Loggers Leap
3. Thunder River

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2) A B C D

3) A B C D

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Well, all you have to do is answer these three simple questions and then send your entry to Games-X, Europa House, Adlington Park, Cheshire SK10 4NP.

1 What is the character in Nebulus 2 called?

- A) GOGO C) HOGO
B) POGO D) BOGO

2 Who wrote Dropzone, International Karate and more recently Jimmy White's Whirlwind Snooker?

- A) Tony Crowther C) Archer Maclean
B) Bitmap Bros D) The Kremlin

3 TOKI is a

- A) Dolphin C) Flea
B) Alien monster D) Monkey

Matthew Barker (15)

Actually I've come here with my parents - we've only been here half an hour. I really like arcades, some of the games here are quite good.



I've got a Spectrum at home - but I'm hoping to upgrade to an Amiga soon. The Amiga has got better graphics and more games.

I read Games-X a lot, nearly every week - but it all depends on what games have been reviewed. It's good for helping me decide what software to buy.

James Somerville (10) and Ollly Clark (11)

Both of us are from Havant near Portsmouth. We're spending the day here - we came on a coach.

The Simpsons [James] game is great. Bart and Homer are my favourites. I would like to watch them on TV but we don't get Sky. I've got a Spectrum at home - it's really good for playing games on. My favourite game is Dynamite Duke.

My [Ollly] favourite games in the arcade are Pitfighter and Teenage Mutant Hero Turtles. I've spent a lot of money on them. The rides are OK here, but they're not as fast as I expected. The Depth Charge looks really good - but the others are just not scary enough for me, although Loggers Leap was quite frightening.



WHERE AND WHAT IS THORPE PARK?

Thorpe Park is situated near the M25, in between junction 11 and 13 and has many attractions as well as fast rides. There's a recording studio which works like a karaoke sing-along, but in the end you receive a cassette with your singing and backing track on it.



In fact, Thorpe Park has got so many facilities that we couldn't fit them all on this page. The best thing to do is pop down and take a look for yourself.

THE RIDES

Depth Charge

This is probably the most popular ride with the kids. There are four slides in which rubber dinghies are placed. When you're sitting comfortably the operators launch you down the slide and into the water below. Great fun!



FUN FACTOR: XXX

WET FACTOR: XXXX



Loggers Leap

Loggers Leap is probably the most exciting ride at the park. After waiting an hour you climb into a plastic log and are faced with a twisting stretch of water before the leap. On the

way through you go into a dark cavern and, well, you'll have to find out the next bit for yourselves. What happens when you reach the top? You're faced with a 40 foot drop - you begin to wonder if you should have gone on it or not - and the log plummets off the top and down into yet another pool of water.

FUN FACTOR: XXX

WET FACTOR: XXXX

Thunder River

Ever wanted to ride the rapids in the Rocky Mountains? Well, this is similar but not as risky. This ride is great for all the family, because up to six people can sit in the round dingy/boat. At



times it does get a bit wet but it's good, er, clean fun.

FUN FACTOR: XXX

WET FACTOR: XX

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CONSOLE CONNEXIONS

Sega, Nintendo, Lynx, Game Boy, Famicom, Game Gear, PC Engine

The first X-rated Game Boy product to appear in Console Connexions is Rockman World. Hand held owners should be ready to part with their cash! As for Mega Drive owners, feast your eyes on Fantasia...

CONSOLE CONCEPTS' BAGS

Console Concepts has just announced that it now stocks a complete set of carrying cases. The range includes bags for the Super Famicom as well as the hand holds such as Game Boy and Lynx.



Each case comes complete with a carrying strap which will either slip over your wrist or can be used as a holdall over your shoulder.

Prices depend upon the type of case you desire. The bidding starts at £9.99 for the Game Boy and £10.99 for the PC Engine case and the Game Gear bag. The Mega Drive and Famicom holdalls can be yours for a trifling £19.99.

Each bag also has spaces in which to put the joypads and a selection of pockets for your cartridges. In next weeks *Games-X* we will be giving one of each away. Don't miss it!

IT'S NOTHING PERSONAL

The coin-op conversion of the motion picture smash hit Terminator 2: Judgment Day will soon be appearing in arcades world-wide. The arcade machine is going to be



GAME: FANTASIA
MACHINE: MEGA DRIVE
PRICE: £31.00
SUPPLIER: CONSOLE CONCEPTS

The sequel to perhaps the greatest Mega Drive game is finally here. Mickey Mouse has thrown away his little red shorts and yellow sneakers and is now draped in the robes of a Sorcerer's Apprentice.



He has fallen into a deep slumber, during which the musical notes, to which the motion picture is set, float away with the evil wind. Fantasia, like the original Castle of Illusion, is a graphically excellent platform romp which places you in the



famous cartoon character's shoes.

Button A will make Mickey cast a little spell, useful for the disposal of the smaller enemies, B will cast a bigger spell for the tougher creatures, and last but not least, tapping C will make our hero jump.

Fantasia is graphically more impressive than its predecessor and features silky smooth scrolling. However, I feel it lacks the certain playability that the original had. Don't get me wrong, Fantasia is still an excellent game but suffers slightly from a lack of gameplay.

X-RATING: XXX

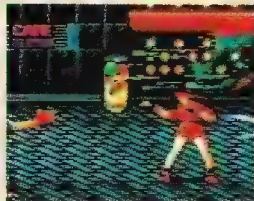
Gameplay: 11/20
Lastability: 12/20
Presentation: 15/20

a gun game in a similar vein to Operation Wolf. State-of-the-art technology was used to produce the special effects in the film and, true to its role model, the game will feature crisp digitized graphics and footage ripped

straight from the moving picture. The graphics are by far some of the most impressive seen on any machine, and the attention to detail is said to be astounding. Shoot Arnie's face and a metal skull will be revealed

GAME: BARE KNUCKLE
MACHINE: MEGA DRIVE
PRICE: £31.00
SUPPLIER: CONSOLE CONCEPTS

Bare Knuckle is yet another beat'em-up on the Mega Drive. Not entirely different from the Famicom's Final Fight, it is a two-player game that allows you to choose from three characters, each with their own fist-fighting tactics.



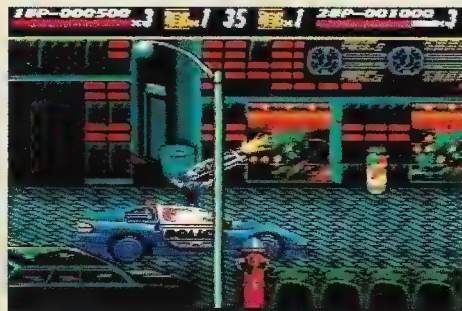
During the game you can gather such weapons as knives, baseball bats and iron bars, with which to incapacitate your foe. He, of course, also carries such deadly items, making the battle by no means a pushover.

Using a combination of joypad moves, you can make your character punch, kick and even execute a few special moves like the pile-driver and round-house kick.

Each stage presents a different setting as well as tougher henchmen who attack with axes and huge swords as well as with their fists and feet. Having battled to the end of the scene you will have to defeat the boss before progressing.

I found Bare Knuckles very much like the majority of Beat'em-ups on the Mega Drive - the presentation is all very nice but the gameplay suffers as a result.

Okay as beat'em-ups go, but will only appeal to fans of the genre.



X-RATING: XXX

Gameplay: 11/20
Lastability: 12/20
Presentation: 15/20

GAME: GEOMAN THE WARRIOR
MACHINE: SUPER FAMICOM
PRICE: £41.00
SUPPLIER: CONSOLE CONCEPTS

Geoman the Warrior is a combination of gameplay styles all rolled into one. Graphically, the game is your typical cute Japanese model, and is colourful and fairly impressive.

At first, the action is viewed from the front and slightly above your character. You must roam the land and explore the different shops scattered around.

However, as each shopkeeper replies in Japanese, buying equipment successfully is down to luck or brilliant translation skills! Not only can you purchase new weaponry, but you can collect items such as yo-yos which, although they don't sound too dangerous, are fatal on contact.

Having scoured the area for anything of importance, the action soon turns to a horizontally scrolling run-and-jump action game a la Ghouls 'n' Ghosts.

Geoman the Warrior includes some excellent features, the superb sub-game Nemisis among others.

Although an excellent game, the main drawback is that the text is in



Japanese and so it may take a while to get used to. The different gameplay styles work well, and the addition of the smaller sub-games improves the products no end.

On the whole, one of the better Famicoms of late, and a reasonable purchase for just over £40.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 15/20
Presentation: 16/20



GAME: YANCHA MARU
MACHINE: GAME BOY
PRICE: £21.00
SUPPLIER: CONSOLE CONCEPTS

After seeing the excellent Rockman World, Yancha Maru is rather weak in comparison. The game is also a fun platform adventure, with you as a weapon-wielding character.

Your task is to rescue the beautiful young princess from the clutches of an evil monster which, like the rest of the creatures, looks sickeningly cute.

At the end of the stage, you have the chance to earn more awards by collecting the B icon and subsequently

entering into the final bonus stage. You may win up to two extra lives.

While being a very average game, Yancha Maru has an addictive quality which kept me coming back for more.

The fact that it only takes a single hit to send you back to the beginning of the level is rather annoying, but at the same time makes the game more of a challenge. Not an outstanding release but okay all the same.

X-RATING: XXXX

Gameplay: 13/20
Lastability: 10/20
Presentation: 11/20



one allows you to skip levels. Pause the game and tap button C once, B three times, A four times, C twice and A four times again. This should advance you right along to the next level.

To obtain extra lives, pause the game and then press A four times, C twice, B three times, C once and finally A once. The game should unpause itself, leaving you with extra men.

underneath. Destroy his hand and the Terminator will attack with a burning stub! As of yet, no one has bought the rights to this sure-fire success. Watch these pages for future news!

WIDE GEAR

Sunsoft has released a handy accessory to magnify the Game Gear screen and make it much easier to see. Available from Console Concepts, the Wide Gear simply screws into the back of the unit and the lens can be clipped on or off for storage.

The unit should cost between £15.00 to £20.00. For more information, call Console Concepts on 0782 712759.

HINTS & TIPS

STORMLORD - MEGA DRIVE

There are a number of cheats for this Razorsoft platform romp, reviewed in issue 17 of GX. The first

You can grab yourself a little bit more extra time by first of all pausing and then doing the following; press B once, A three times, C once, UP three times and A three times.

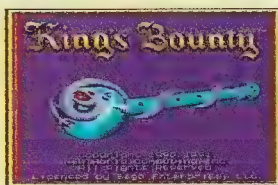
KING'S BOUNTY MEGA DRIVE

If you want to see the end on this excellent strategy game, then type in this rather long-winded code:

XYZ - YX - VZC
 JAH - DO - MBP
 YRO - PB - 6HW
 276 - 3W - PNT
 3YW - X7 - 5QG
 VVR - TQ - PON
 DA9 - 64 - 8RC



Once you've typed in the code, head to the coordinates X=21, Y=38. Your entire army is made up from flying creatures, so fly to the right and choose the Search option. All should now go well.



Thanks to:

Console Concepts, The Village, Newcastle-U-Lyme, Staffordshire, ST5 1QB.



GAME: VAPOR TRAIL MACHINE: MEGA DRIVE PRICE: £34.00 SUPPLIERS: CONSOLE CONCEPTS

First appearing in the arcades many months ago, Vapor Trail was a competent shoot'em-up that, by arcade standards, offered nothing new or exciting. No hydraulic chairs, no vibrating Uzi, just a plain old blast.

The Mega Drive conversion is superb. Not dissimilar to the coin-op original, it manages to provide a simple but addictive blast.

The game features bundles of power-ups that range from the pathetically weak to the ridiculous.

You have a choice of three aircraft. Each one boasts a different array of weaponry and varying speeds. You control movement over the plane by using the pad, while button A or B activates the main gun. Button C

operates the shield, but if the smart bombs have been collected they will be automatically detonated.

There are countless missions to undertake, each including more military hardware than an Arnold Schwarzenegger film. At the end, and more often than not in the middle of each stage, is a somewhat large nasty and a great deal of skill and weapon concentration is required before it finally explodes and you are free to continue on your violent way.

Graphically, the game has its ups and downs. While some levels are dull and unimpressive, others feature smooth parallax and are both detailed and colourful. Overall, a bog standard shoot'em-up, but playable all the same.

X-RATING: XXXX

Gameplay: 15/20
Lastability: 13/20
Presentation: 14/20



GAME: ROCKMAN WORLD (MEGAMAN) MACHINE: GAME BOY PRICE: £22.00 SUPPLIERS: CONSOLE CONCEPTS

Stand aside Mario, for the greatest Super Hero of the Galaxy is here, ready to do battle against the United Arch-Villain Front. Megaman has finally made it to the Game Boy, and this popular character is set to storm onto

monochrome screens across the country.

The game, Rockman World, is an excellent platform romp. Graphically perfect and extremely playable, it presents an extremely tough challenge.

Numerous missions put you, as Megaman, up against any of the dastardly super villains, lurking deep within their lairs.

On top of this, you will have to confront a horde of strange creatures, solve brain teasing puzzles, and make quantum leaps before the end guardian can be affronted.

Only then will you face the ultimate challenge - a ferocious battle with either Fireman, Iceman, Elecman or Cutman. What will face Megaman after this is entirely up to you to find out!

The Joypad is used to control Megaman's directional movements. Button B makes the hero fire his plasma weapon and A makes him jump.

There are ladders to climb, chasms to cross and spikes to avoid. Whirring fans try to impede the flow of movement in one direction and conveyors belts can pull Megaman to his death in another. Snow underfoot will see him flying off huge cliffs!

Without a doubt, Rockman World

(Megaman) is the best thing I've ever played on the Game Boy.

Highly-polished, and wielding ingenious traps, it is plain to see that a great deal of care has been put into it. If you only buy one Game Boy product this year, make sure it's this one.

X-RATING: XXXXX

Gameplay: 18/20
Lastability: 17/20
Presentation: 12/20



NINJA MIX

This Ninja Remix is driving me mad. I have an Atari ST and I just can't get past level three, the Palace Gardens. I have managed to collect all the weapons and everything (I think). The problem is that there is a large gorge which I cannot cross. In the instruction manual it says something about a rope which I cannot find.

Anyway, Ninja Remix is a wicked game with loads of puzzles and stuff but Last Ninja II was complete and utter ... (wash your mouth out with soap, you young rascal! - Aunty).

Sebastian Barquin, Barnes.

Aunty X: Well deary, you really are in a predicament! It so happens that I myself know the answer to this question. I happened to be peering over my love-



Before you can complete level three you must locate the rope on level two. Try looking on top of the wall, you may find what you need

bundle's shoulder when I saw him pick up the rope. From what I can remember you collect it from the top of the wall on level two. I hope that helps, and thank you very much for writing in.

SPECIAL SLEEPING SOUP

I am stuck on the ship in Monkey Island. I have picked up the fine wine (what's a young boy like yourself doing with alcohol? I bet your mother doesn't know - Aunty) and the cereal from the chest. It says in the diary that I need a recipe for soup, but I can't find it. Please can you help me as I've had Monkey Island since Christmas.

Nigel East, London.

Aunty X: Ah, what a shame, your mummy and daddy buy you a Chrissie pressie and you can't play with it. Don't worry petal, I'll help. What you need to do is



You know the saying 'too many cooks spoil the broth?' Well, before you can mess up the meal you have to have the ingredients to make it. The cookbook can be found in the captain's cabin

collect the recipe from the captain's bedroom - it's inside the cupboard. Then find all the ingredients for the soup, pop them into the cauldron at gas mark three and cook for 30 minutes.

FLAT-CHESTED LARRY

As you're the guy (Ahem, excuse me, look at the picture above - Aunty) who is the master of Sierra games I was wondering whether you



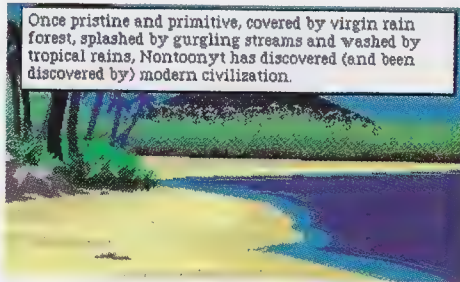
Mrs X

Hello there, loveys, and welcome to your regular helpline. Now that my hubby's gone away without me - the tight-fisted old codger said he couldn't afford to take me - I thought I'd take over. By the way, I'm Mrs X, but you can call me Aunty. I'll be standing in for my darling fluffy-bunnykins while he's away, so any problems you may have over the next two weeks, send them to me, Aunty X, at the normal address, Games-X, Europa House, Adlington Park, Macclesfield SK10 4NP.

could help me with, yes, you've guessed it, Leisure Suit Larry 2. I'm stuck on the island. I have the bikini on and I have been to the hairdressers twice but now when I go back he says he can't do anything else for me. How do I get past the secret agents without being noticed?

Joel Coverdale, Dyfed.

Aunty X: You little pervert! What do you think you're doing prancing around in a bikini in a family magazine like this? As for your problem I suggest you try to look



To get past the secret agents on the beach you must increase the size of your assets. Stuff the soap bars down your bikini top to give yourself a somewhat fuller shape

more like a woman. For instance, Larry has to fill his top-half out more, and to do this you must use the soap found in the apartment bathroom. Stuff that down your top and that'll give you something to be proud of!

IT'S NOT ALL DOOM AND LOOM

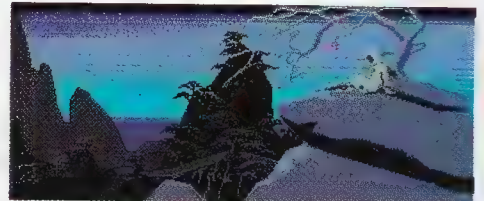
Can I ask other gameplayers (no need sweetie, just ask me - Aunty) if they will offer any help in solving the adventure Loom.

I have just turned into a dragon and frightened the shepherds away (hardly surprising!).

Mrs Wendy Stokes-Ciare, Shrewsbury.

Aunty X: Ooh lovely, another lady writer. A double-barrelled name and living in Shrewsbury, you must be posh! I've always liked Shrewsbury, it's got a nice shopping centre. Anyway, Loom is a fairly easy game to play, and I'd love to help you out.

Instead of turning into a nasty dragon, cast a spell onto the sheep so the colour of their wool turns green. When the other dragon appears, he won't see the flock of baa-lams and will fly away. I'll leave the rest up to



To succeed in this fairy tale adventure try turning the sheep green instead of scaring away the shepherds with the foul form of a dragon. Put them to sleep using the magical notes from your distaff

you. Oh, by the way, remember to send the shepherd to sleep using a spell.

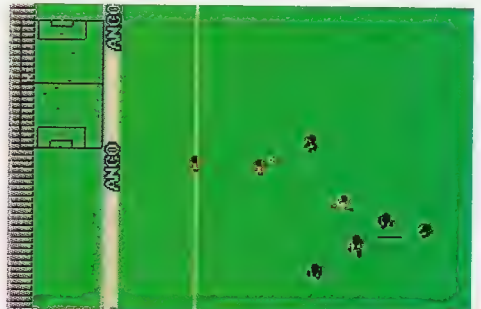
DOGGY DOODAH

What were those red things on your head (I'm afraid you're talking to the wrong person, deary - Aunty) in last week's issue? Recently I got my hands on California Games on the ST but I'm having a problem on Footbag, as I can't complete a Doodah or a Reverse Doodah. Please could you help me?

Paul Wilson, Chester.

PS. Are Steve Screech and Dino Dini going to bring Kick Off 3 out?

Aunty X: We are a strange lad, aren't we! What with all these Doodahs and what not. To be quite frank, I haven't got a clue how to do either Doodahs, but I know about Kick Off 3. Apparently it's in progress, but it won't be released for quite a while. The finished game will feature up to an eight-player option as well as oodles of other goodies.



In the third version of Kick Off the players can be injured, blood will spill onto the pitch and they will even fight among themselves (Welsh rugby players should like it then! - Ed)

Sneaky Peek

MYTH

System 3's mantelpiece must be well and truly groaning under the weight of all the awards it received for the 8-bit version of this mythological multi-directional scrolling platform romp. Now, this highly acclaimed game has made the transition across the formats to the 16-bit world with new and enhanced features...

Control a brave warrior as he battles his way through the mythical worlds of ancient Greece, Egypt, Hades and Norse.

Along the way you will meet many weird and wonderful creatures, from the hideously ugly Medusa to the Prince of Darkness himself.

You begin your long and treacherous quest deep within the bowels of a dark and forbidding dungeon of Hades.

With only physical strength and wits as protection, you move forward with the hope that some form of weapon will make itself available.

A NEW COMPANION

After considerable searching an enchanted blade becomes your only ally against the forces of darkness.

Further exploration sees other mystical weapons finding their way into your possession; strange shields, fire balls, magical spells, all of which can be used to defend yourself from what lies ahead.

From out of the putrid slime an army of skeletal warriors appear, armed to the teeth and guarded by cackling winged demons which flap about your head dogging every step made.

As the battle continues onwards you lash out above your head trying to find the exit from this nightmare existence.

Removing the head from a skeleton with a swift chop from your mighty broadsword, results in the evil monster plummeting into the lava filled passageways beneath your feet.

Almost immediately a stirring beneath the flimsy paving rocks the very walls of this ancient pit.

The lava spits its hell-fire skyward as a huge creature slowly lumbers its way from beneath the fiery depths. Could it be? No, surely not...

Heavy huh? Spooky,

horrifying stuff is what Myth is all about! Your encounter with old Prince Lucy is only the beginning, you've got the ghost of King Tut, the gruesome Medusa and loads of other mythological meanies to contend with yet!

Basically a fast paced platform and hack 'n' slash romp, Myth incorporates elements from a number of styles of game.

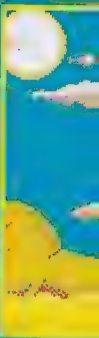
The action is fast paced and you'll have a lot of fighting to keep yourself busy, but there are hundreds of puzzles to figure out

in order to pass between the eras of myth and magic.

On your travels you'll have to free imprisoned souls, do battle with hell-forged weaponry and outwit the best warriors that bygone times have to offer.

Solve the puzzle of Achilles' heel, while making use of weapons you've picked up from different time zones.

Run away with the Devil's Trident and use it to give Medusa a good pronging, then use her deadly stare to turn your enemies into stone.

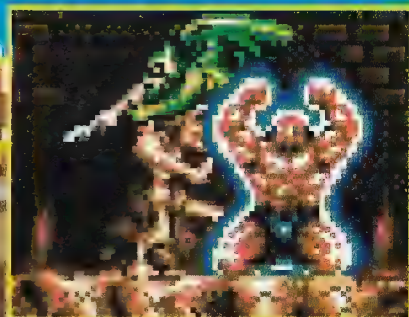




With a mighty leap our hero jumps into the air in a vain attempt to avoid the grip of a passing giant zombie. Will he make it? Or be like all those that have passed before?



(Above) The brave young warrior battles through the catacombs of King Tut's tomb (Below) Down on his knees the warrior looks skyward as his life energy is finally sucked from his soul



There are hundreds of screens for you to run around, each containing graphics of superb quality, depicting the different time zones through which you pass.

The action is thick and fast and the puzzles are clever and varied. A superb control method helps to make Myth much easier to play than other games of this type.

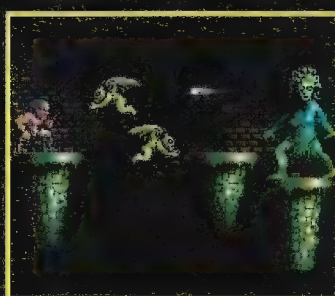
Throughout the levels you will be mangled and pulverized from all sides, so you'll need to be able to attack baddies both

above and behind you, at the same time as those directly in your path. Simply hold down the fire button and freely swing your mighty blade about!

Lop the wings off a passing demon and decapitate a passing mummy while handling the main onslaught of evil bad guys! Great stuff! Nothing like a bit of gratuitous violence between periods of cerebral titillation and mental cunning is there?

With all the enhanced graphics and sound of the 16-bit versions, System 3 is hoping to

repeat the immense success of the C64 version. Myth will be available for the ST and Amiga in late September priced at £25.



The French company UBI Soft, aims to please strategy and war game fans with its two new titles. Diverse in approach, they transcend the ages, covering both the medieval epoch and modern day reality.

Sneak I



CELTIC LEGENDS

UBI Soft has realised that the barbaric, bloody and spiritual feuding of the Celts was an exciting and new battle experience to strategists and fringe warmongers alike.

The majority of war strategy titles simulate clashes which occurred in the last 300 years, using relatively sophisticated equipment and battle strategy.

However, in the real world, in the year 207 AD weaponry was crude. Clubs, sticks and stones were the order of the day and basic war strategy consisted of

cruel and bloody exchanges in a primitive, but decisive man-to-man fight.

As with other primitive civilizations, spiritual influence ruled the deeds of man and, this being the case, Celtic Legends transcends both worlds.

This war game is designed to reflect the barbaric and basic aspect of these early feuds, while also incorporating a spiritual, ethereal element.

Such a combination sets it apart from the much later disciplined and sophisticated wars - after all, Wellington didn't call up the dark

spirits from the underworld to beat Napoleon, did he?

The ruling hierarchy cleverly controlled the whole structure of society by exploiting mans overwhelming fear of the underworld.

This definitely adds an extra dimension to the realistic world.

The conflict deals with the so-called 'third renewal'. Thaumaturge, Eskel Noc Ventu, was directly opposed to the necromancer, Daimog Brulmur, the master who reincarnated wandering souls into purified corpses

All this gobbledygook meant that the right to rule was about as valid and fair as our own monarchy system today.

As with every position of great power, as prevalent today as 2,000 years ago, Brulmur abused his authority, bringing many corpses to life as zombies, creating massive turmoil in society.

Brulmur and Ventu were brought into direct conflict in the 'Celtic Land', a closed ethereal world, linked to the real world through the Pentacles engraved in stone. Both magurs can use the Pentacles to call up underworld creatures, adding spice to the battle. This mythical aspect of Celtic Legends offers a totally different battle experience for simulation fans.



Celts fight against mystical beasts in a bloody and barbaric battle



The hierarchy used spiritualists to control the people. In Celtic legend, these spirits are called up to strike fear into their hearts

Preview



BATTLE ISLE

To become chief of a military force, like of Stormin' Norman, could take a lifetime of esteemed service and warmongering.

The short cut, of course, is to invest 25 notes in Battle Isle, UBI Soft's barrier-pushing wargame strategy.

As its title suggests, it is a world composed of islands, where your role is one of usurper, intent on winning more land.

As a modern leader, you have all the up-to-date facilities at your disposal. The range covers factories, airports and ports and, most importantly, an extensive military powerhouse, combining land, sea and air forces.

The air and land commands are equally equipped and may be mobilized at any time. However, don't get too cocksure - your adversaries' campaigns and overall intention are equally intensive and you

will be called on to defend as well as attack.

Feel free to call on your arsenal to destroy your enemy's factories and strategically important buildings and be prepared to disable your own factories should they be taken by the enemy.

Military equipment can be repaired at warehouses, built by construction teams under your control.

Transport units are responsible for supplying factories, headquarters and warehouses with power to keep them operative. On all sides this is a lifeline which, if cut, will lose the war.

The simulation is geographically accurate, with adverse terrain, such as mountains and rivers, reducing mobility.

Of course, different military units cannot mobilize in an enemy-active area; aircraft surrounded by enemy aircraft



attack, for example, constitutes a possible halt in mobility.

Strategy is important here. Reefs and mountains may hamper the approach to an island and so identifying landing areas is fundamental.

Simulated diagrams of

progress and troop position are just a part of this strategically-orientated battle-sim, but don't let that put you off.


When all is said and done, Battle Islands is a new and quite refreshing approach to the theme.



Battle plans made, it's now time to put strategy into action



Your military might set to storm the enemy and stamp it into dust

 Had some time off last week and wasn't the South lovely and sunny – definitely the place to live! Keep those postcards rolling in, there's a T-shirt for the best one I receive up to 10th September. First rate letters this week, just make sure it stays like that! Write to: **X-IT, Games-X, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**

X-IT

MAD OR VOT

I am writing to apologise for one of my patients, I hope he is not bothering you too much. As you have probably realised, he is so far of ze planet he has to use breathing apparatus. He is so potty zat babies viddle on him.

It all happened when I inadvertently suggested he take up a nice simple hobby like stamp collecting. Unfortunately, it wasn't until he had about 27,000 unused second class stamps that I pointed he was supposed to collect different vons!

Do you know vot he did this week? Only upgraded his Etch-A-Sketch to a Tomy Lights Alive, "Look full colour, unbelievable!" he said. Mad or vot?!

Prof Ernest Pickles, Kingston.

And what's wrong with Tomy Lights Alive? I've had endless hours of fun designing background graphics and sprites with my boys' one. Had a bit of trouble saving and converting them to the Amiga, though!

CHOOSE ONE

I'm thinking of getting my hands on one of those small hand helds. Could you possibly tell me which one to get?

I looked at the Game Boy, but found the Lynx better because of its colour.

Now I see that there's a new Sega one, the Game Gear, and that looks good too. Please help me decide.

Could you put a lot more reviews for the hand helds in Games-X?

Why is Brian so ugly?

Chris Corderoy, Torquay.

Tell me you made that name up just to catch my eye!

Try them all out, look at the range of games available on each, fumble your pockets to see how much you can afford, and make your own decision.

Oh, by the way my cousin tells me he got a Lynx 2 from Argos. So if you find the Lynx is too big, but you quite fancy getting one, you now know where to buy the smaller, newer version.

Brian's ugliness is a bit of a throwback from a member of his family deep in the mists of time. However, just to make sure it's permanent, he sits at his desk and makes faces in a mirror all day long!

ALL GONE



Here I am on the Isle of Man. I think the recession is bad here because the harbour on the postcard has only two boats left in it – there's even a BCCI branch here!

I just want to get home and play

**Dear Newsagent,
Please would you reserve/deliver a copy
of Games-X every week for:**

Name

Address

.....

.....

Post Code

Note to newsagent: Games-X is available on a sale or return basis from UMD – tel: 071 700 4600

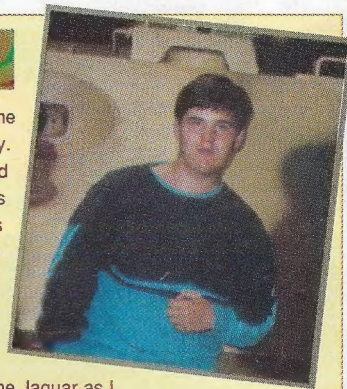
SERIOUS STUFF



I am writing concerning the Panther you reviewed recently. Why on earth have Atari aborted the project? Surely if they release this almighty piece of hardware onto the streets at an affordable price, they would be able to subsidise an even greater Jaguar. They would also slowly introduce the concept of Atari's new image!

Instead they abort the Panther and step into the deep end. I am not doubting the Jaguar as I am sure it would threaten the future of all the present consoles, but why can't we have both machines?

Stephen Foster, Peterborough.



Interesting letter, Stephen. As I see it, the reason Atari has scrapped the Panther is that there was no point completing the development of a machine that would have been around the same price as the Jaguar, but substantially inferior.

The Panther and the Jaguar were developed alongside each other. Why then release two machines at the same time at a similar price? Why not concentrate the effort on the more advanced machine in an attempt to get it on the shelves sooner?

It all makes perfect sense to me. The Jaguar development kit is already with the software developers – the sooner we see this piece of wonder-kit the better. It's a shame to see the Panther not come to fruition, but why mourn over something we never really experienced!

games on my two computers.

PS I've got a C64 and an Amstrad PC8086.

Colin Foote, Glasgow.

With machines like those you want to go home and play on your computers?!

Did you perhaps think that if the weather's good, all the boats might have gone out for a sail?

Hope you had a good one, Colin.

EN VACANCE



Here's a card from France (I've been there! – Unc) that reflects the Doc's humour – garbage!

Is there such a thing as a Games-X T-shirt?

Nick Davies, Congleton.

Yes, but you're never going to know for sure, you cheeky donkey!

Thanks for the card.

LITTLE PIRATES



Having a lovely time here at Blackgang Chine on the Isle of Wight.

Robert, Matthew & Daniel, Fareham.

Thanks lads, glad to see you're enjoying yourselves!

TA LADS

My reason for writing is to thank the Bitmap Brothers for hours of enjoyment my husband and I have had playing their games.

I'm playing Gods at the moment and trying hard to finish level three. My

husband finished Cadaver recently, but is now tearing his hair out with The Pay-Off.

Whenever I buy a Bitmap game, I know I won't be disappointed as it's obvious how much thought goes into them. (Who wrote this, Tom Watson? – Unc) I now await their two new games with excitement.

Susan Shooter, Edinburgh.

There you go, printed it didn't I? Now you can go and tell your hubby to eat his computer.

Interesting marriage, Mrs Shooter!

GIVEAWAY

I've got so much software for my beloved computer that I thought I'd write in and offer to give it away! All you have to do is answer one simple question:

What is the composition (in per cent) of pyruvate in marine isolate LS4? (Typical 11+ type question! – Unc) Send me the answer along with a stamped addressed truck to carry the software – I have a SAM Coupé and live in Peru by the way!

One more thing. The person who wrote in recently about bad-mouthing the Speccy, you can't blame him for not putting his name to his letter – it's pretty embarrassing isn't it!

PS If you put any of those annoying lippy comments in my letter I shall buy out Games-X and turn it into a sister magazine of Woman's Own! (Oh goody, can I do the problem page? – Unc)

Luce the Lad, West Sussex.

I didn't know there was a West Sussex in Peru!

The answer to your question is 0.248 per cent at a surface pressure of

1002 millibars and a constant temperature of 15.6 degrees Kelvin.

I've arranged for my cousin, Pedro in Lima, to pick the software up - he's got a SAM Coupé.

SAD



I own a Vic 20 and want to know if you're going to do some reviews for it? (Are there any new games, I thought the machine was extinct! - Unc)

I just don't use it for games - I think it's a really sophisticated business machine. (What kind of business do you run, a kindergarten? - Unc)

Gary Barber, Banbury.

I refuse to lower myself to reply to this one!

EVEN SADDER



When will the PC Engine GT be out in the shops?

Can you send me issue five - I missed it first time around?

How old is Dr X?

Peter Geldard, Cleaton Moor.

- It has been for some time - in specialist shops.
- No, you didn't tell me your address!
- 12. How old are you?

LYNX LINKS



I've got an Atari Lynx and have been trying to start up a Lynx club for game link-ups and swaps in the East Lothian area. I have tried advertising in the local press to no avail.

If anyone in this area would like to

ABSOLUTE STUNNERS



You asked for more females to write and so, voila, here I am! That's moi on the right and my charming sister, Rachael, on the left. (Enter the closet Romeos asking for your address! - Unc)

You are one of the few (today a few, tomorrow the world! - Unc) lucky people to see me smiling while I'm not wearing a rugby shirt and trainers.

I'd lurve you if you would print this piccy as my big sis will be so pleased that she'll copy up my physics homework.

I've got an Amiga and it's the best. So all you ST owners go get a trade-in from your local dealer!

Estelle Willoughby, South Wales.

At last some real crackers to grace our pages! Don't suppose you'd like a date? Ritz, 7.30pm, September 1st?

Send me your address and I'll send you and your sis a T-shirt each. Don't worry, no one else will get their grubby mitts on it!



help me please phone (don't phone, write to Richard care of Games-X - Unc).

Did you know that Atari are looking at the possibility of making a TV tuner for the Lynx?

Richard Ingham, Tranent.

Saying a company is thinking of doing something is like saying an ice cream might not melt!

Certainly for the current Lynx it is extremely unlikely since it has no expansion port. The new one doesn't either although technically the machine is certainly capable - with some tweaking.

Atari won't say anything officially, but why do you want to turn a games machine into a telly?

WARRA A LEMMING



Can you put me out of my misery (pleasure, strychnine or arsenic? - Mrs X) and send me those codes for Lemmings? This game is killing me, and them!

Any chance of a T-shirt?

Sanjay Parbari, The South.

We've printed a player's guide and no end of codes for Lemmings - try a bit of research in your Games-X back issues!

Of course you can have a T-shirt - if you can show me how to do a triple salko off the ice onto a trampoline, a double back somersault with quadruple twist while taking the skates off, and landing safely in a Chinese sweetcorn and crab cup-a-soup!

OUTER LIMITS

Either you lot don't play games very well or you can't read! A few weeks ago I asked you to send me in you high scores, backed up by a photo - didn't get many takers, come on show us what you're made of!

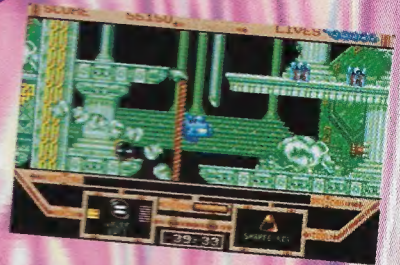
NEXT ISSUE out Thursday 29th August

★ **Twilight interviewed on its forthcoming biggies Mega Twins, Vid Kid and Bonanza Brothers**

★ **That pukey cutey, Rodlands, from Sales Curve gets our Game of the Week accolade**

★ **The concluding part of our Killing Game Show guide plus Centurion and loadsa tips**

★ **Have we got some games for you next week - megastuff!**



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THE FOOTBALL AUTOGRAPHS INCLUDE...

STARS OF 1990

Mark Wright Nigel Clough
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Stuart Pearce Steve McMahon
Steve Hodge John Barnes
Peter Beardsley Des Walker
Paul Gascoigne



STARS OF 1966

Bobby Charlton Geoff Hurst
Martin Peters Nobby Stiles
Alan Ball Gordon Banks
Jimmy Armfield Alf Ramsey



OTHER GREATS!

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